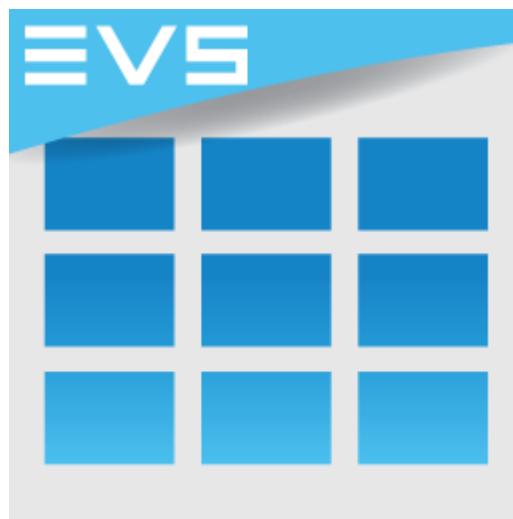


USER MANUAL

Version 1.3 - September 2015



MultiReview

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What's New?

In the User Manual the icon **NEW!** has been added on the left margin to highlight information on new and updated features.

NEW!

The changes linked to new features in version 1.3 are listed below.

Status icons have been added to the Mosaic cells.

- See section "Mosaic" on page 20.

All the channels of a server can be assigned to the Mosaic in one go.

- See section "Assigning All Record Channels of a Server" on page 45.

You can manually add up to 10 custom Mosaic layouts.

- See section "How to Add a New Custom Layout" on page 42.

You can rename, remove and reload a custom Mosaic layout.

- See section "How to Assign a Custom Name" on page 42.
- See section "How to Switch to a Particular Custom Layout" on page 43.
- See section "How to Remove a Custom Layout" on page 44.

Smart Replay provides you a new method to force the load of the first clip of a playlist when Automatic Load on PGM is OFF.

- See section "Creating a Playlist" on page 66.

1. Product Overview

1.1. Description

The MultiReview application is a new tool for users who work in an OB van or Mobile Production Truck to monitor and control the live production in the sports field. MultiReview can view and browse all the record channels of a production with minimum bandwidth consumption. This new perspective combined with new features will help the Live sports crews to do their jobs more efficiently.

MultiReview works with XT3 servers, Multicam 14 and the low-res record trains of the servers. MultiReview can be controlled by Shuttle Pro.

MultiReview can be used in Offline/Standalone or in Online mode.

In Offline Mode, you can browse all cameras of the network without linking to an XT3 server and coordinate an event without directly controlling it over an XT3 server channel.

In Online Mode, you have to attach to one of the XT3 LSM servers present in the network to browse all network cameras, to create playlists or to load a camera to the preview channel. This mode is required to work in conjunction with an XT server of the network.

1.2. Minimal Requirements

The minimal hardware and software requirements are the following:

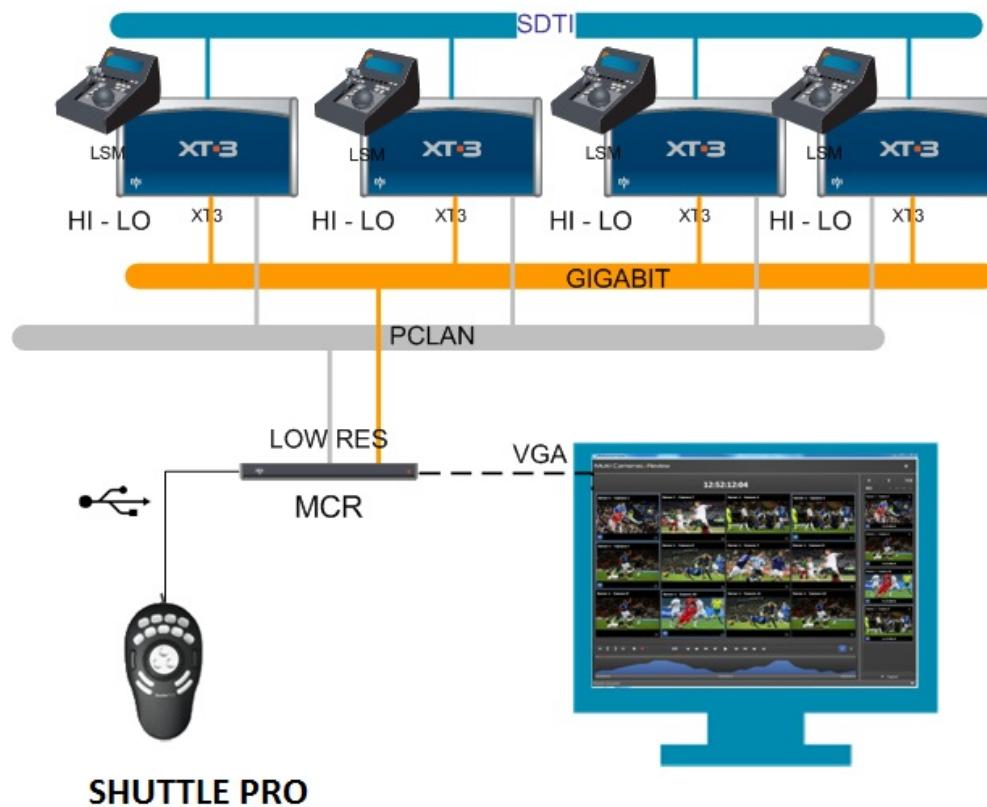
- **LSM:**
 - XT3 or single use of MultiReview
 - MU14 RELEASE
- **MultiReview:**
 - EVS PC 1U
 - OS: Windows 7 Pro 64 bits
 - Microsoft .Net Framework 4.5

In order to connect multiple MultiReviews to one server, an XT3 server with H3XP hardware is needed.

1.3. General Setup

1.3.1. Typical Workflow

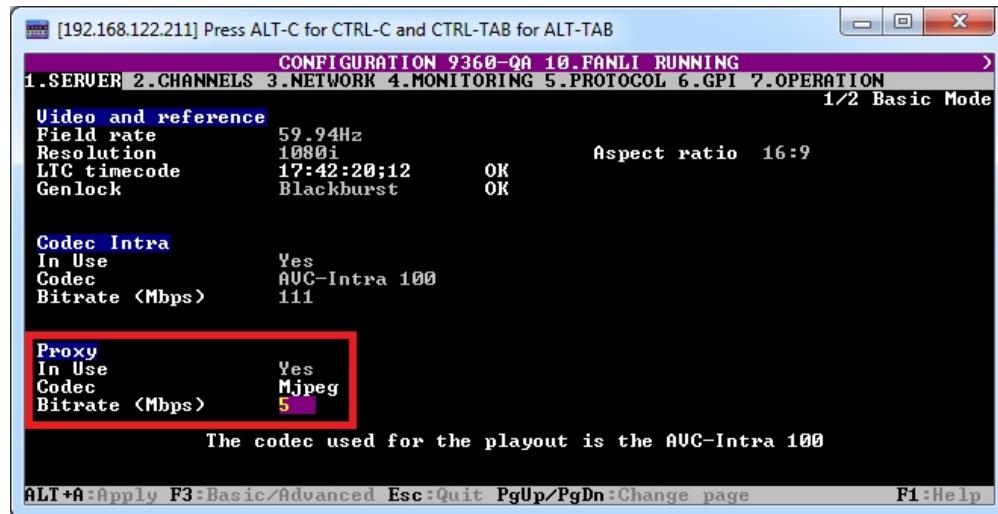
The diagram below displays a typical MultiReview workflow.



Note

All servers have to be set with the same local time, otherwise the MultiReview Mosaic will not work properly.

1.3.2. Config XT



Multicam Version: MU14.0

Licence Codes:

- LoRes
- Multicam LSM



Note

The bitrates can be set to 3 or 5 Mbps.



Note

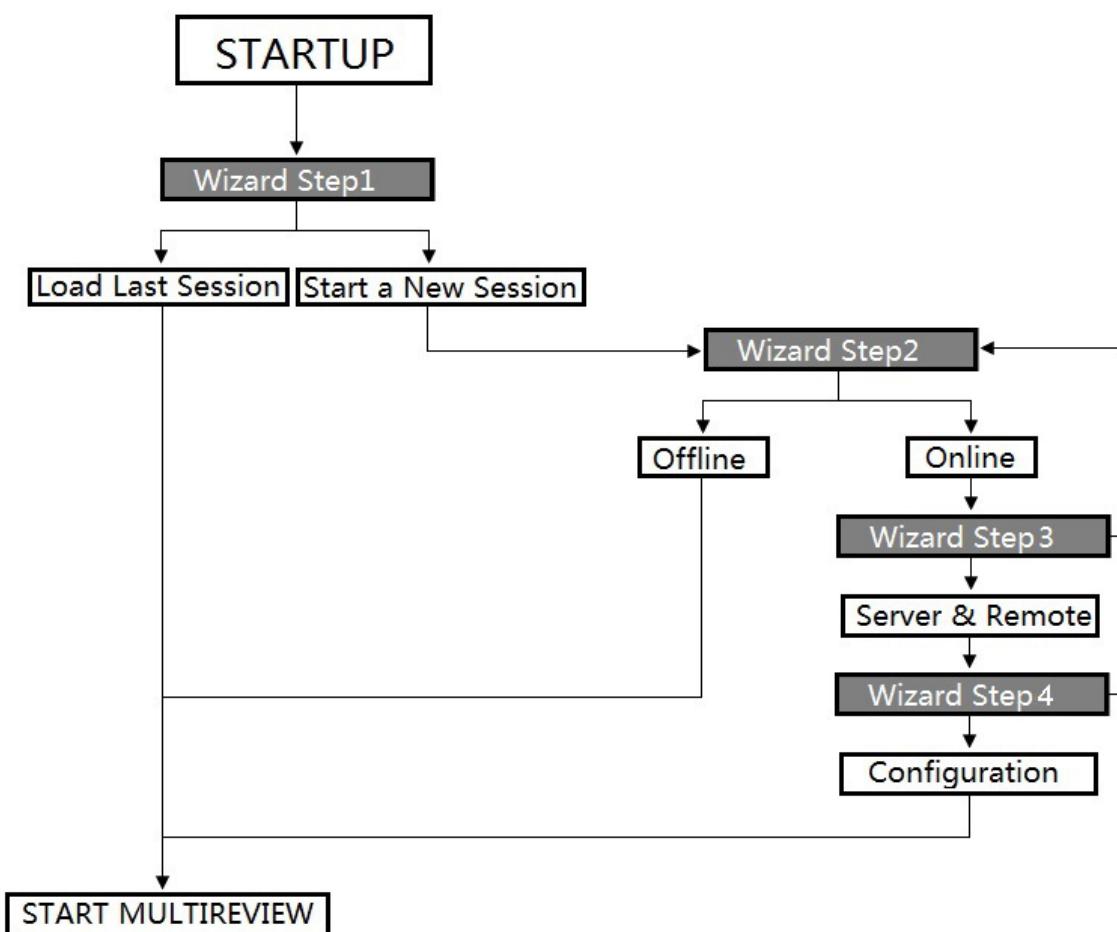
MultiReview will use the keyword file distributed on the SDTI network, on the Multicam side, and the keyword file parameter has to be set to '**SERVER**'.

2. Startup

2.1. Classic Startup

2.1.1. Workflow Overview

To start MultiReview without Truck Manager, the following workflow has to be followed:



2.1.2. Loading the Last Session

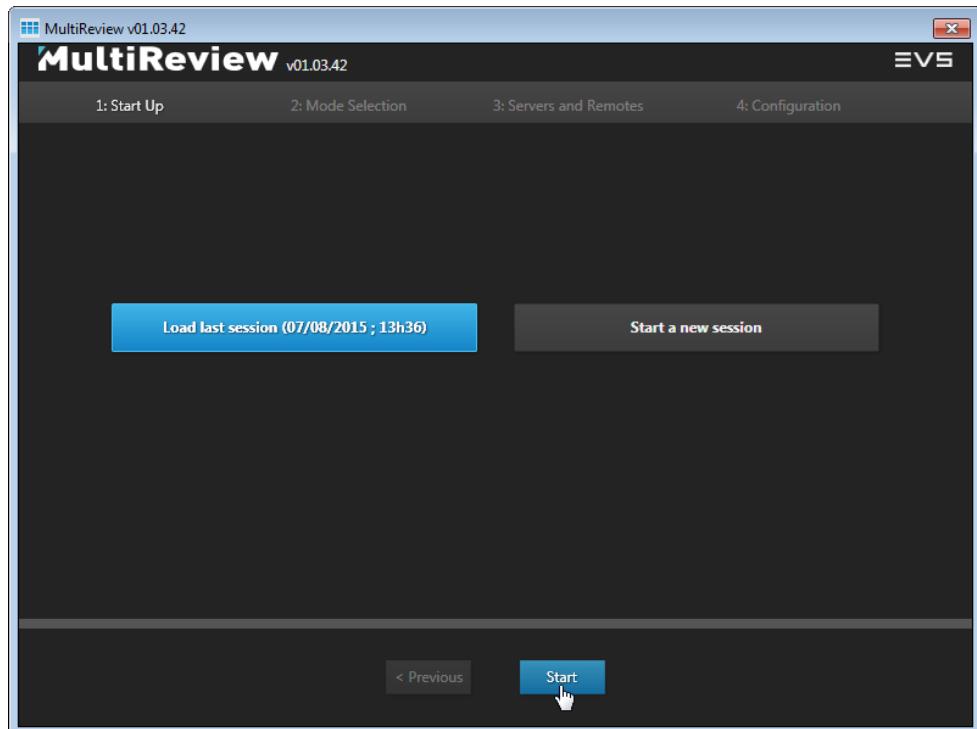
Introduction

Load Last Session allows you to reload the last saved session. It reloads the entire configuration including events, markers, server/remote configuration and layout. The date and time remind you when this configuration was saved.

How to Load the Last Session:

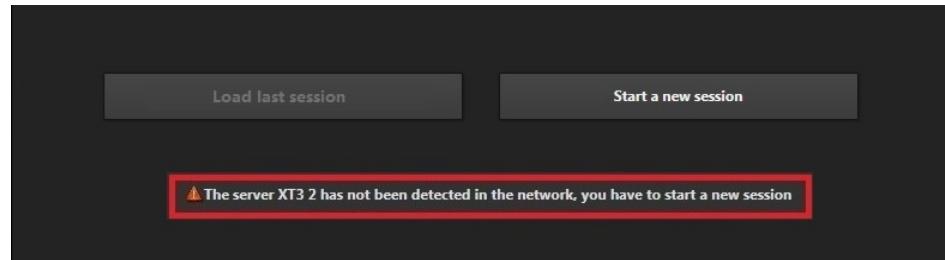
To load the last session, proceed as follows:

1. Double-click the MultiReview icon.
2. Click the **Load Last Session** button, and then click the **Start** button.



Note

If the server that was attached the last time has not been attached yet, you cannot load the last session. You have to start a new session.



2.1.3. Starting a New Session

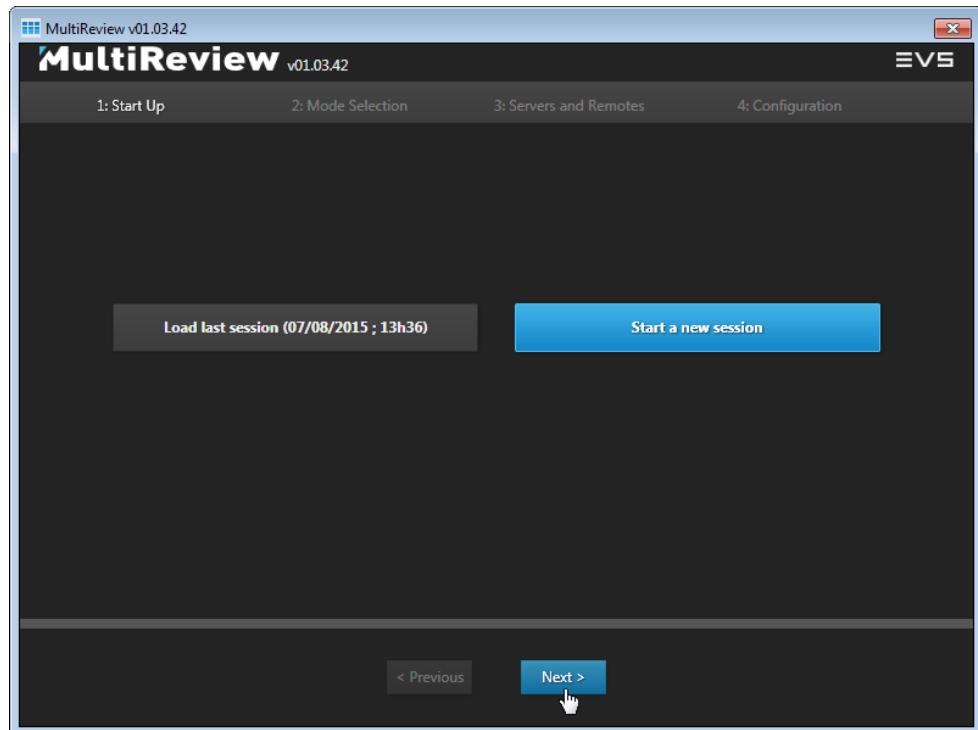
Introduction

Start a New Session allows you to do new operations via different modes supplied.

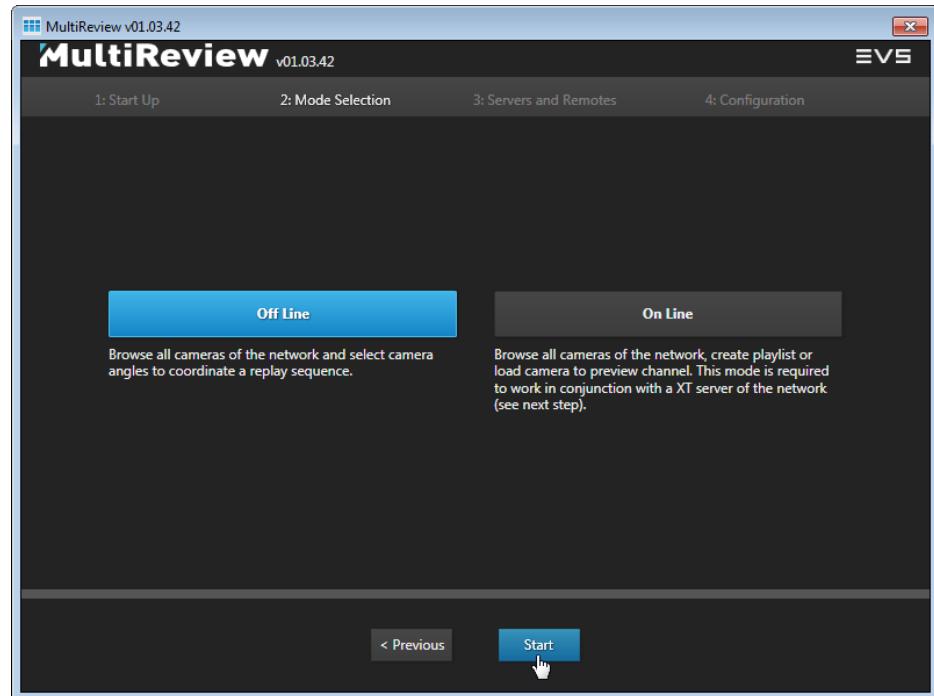
How to Start a New Session:

To start a new session, proceed as follows:

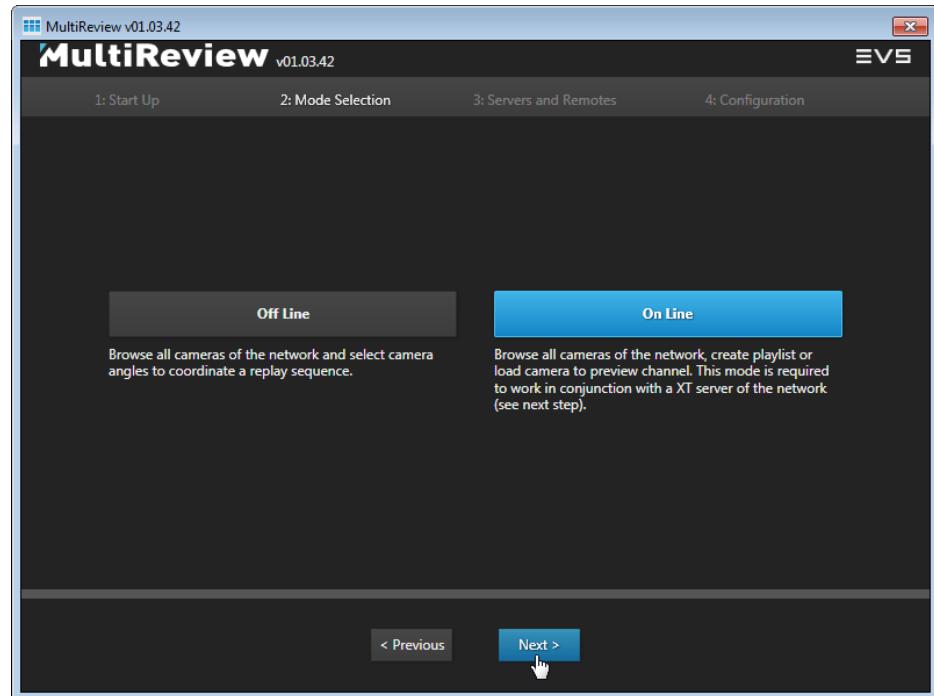
1. Double-click the MultiReview icon.
2. Click the **Start a New Session** button, and then click the **Next** button.



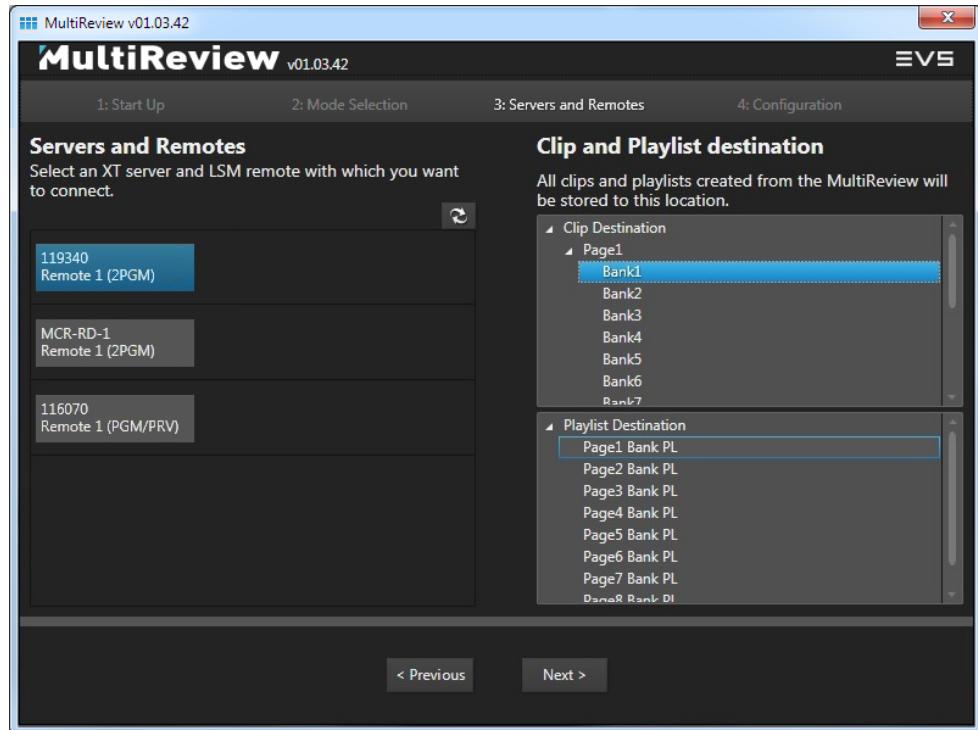
3. Do one of the following:
 - To browse all cameras in the network and create an event without attaching to a server, select **Off Line (=Standalone Mode)** and click the **Start** button.



- To attach to a server and remote, select **On Line** and click the **Next** button. Continue to step 4.



4. In the Servers and Remotes list, click the XT server and corresponding remote you want to attach to.



Note

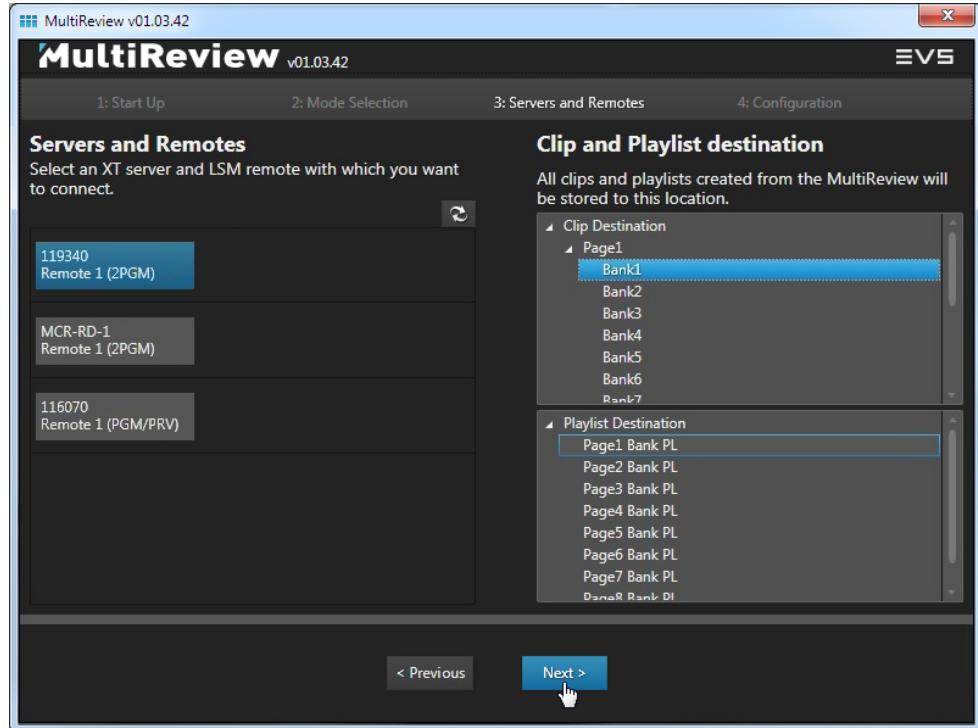
If the servers are not connected to GBE, they are highlighted in red in the Servers and Remotes list.

Servers and Remotes

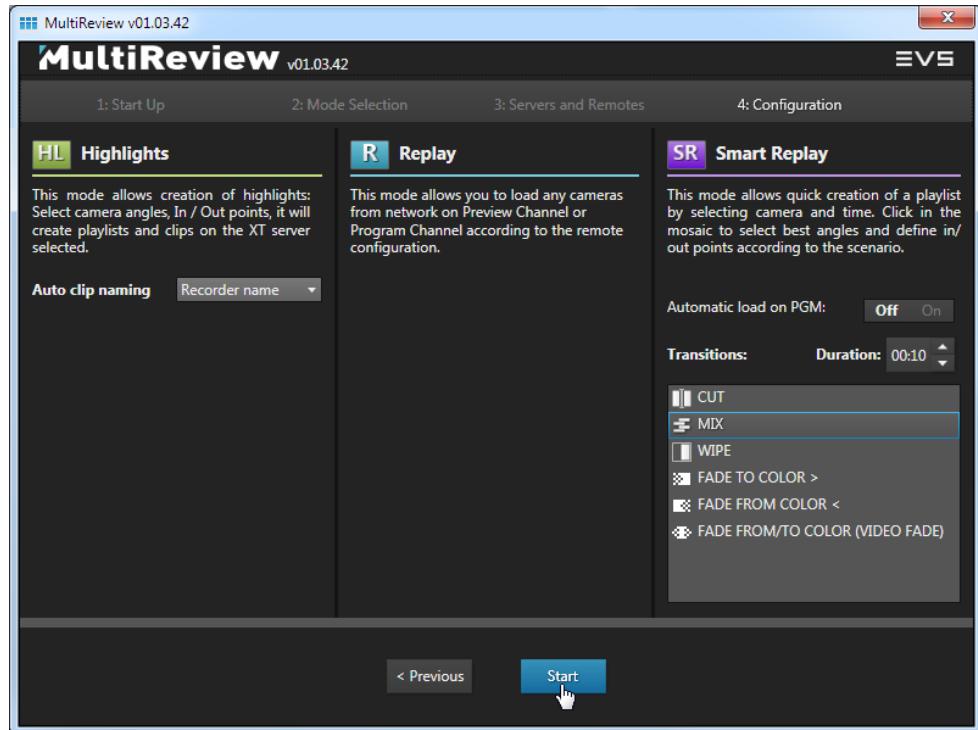
Select an XT server and LSM remote with which you want to connect.



5. In the Clip Destination list, select a bank.
6. In the Playlist Destination list, select a bank and click the **Next** button to continue.



7. Review the settings of the three modes: Highlights, Replay and Smart Replay.



8. Click the **Start** button to proceed to the default application page.

2.2. Starting Up with Truck Manager

2.2.1. Truck Manager Plugin

Introduction

Plugin Integration into Truck Manager

NEW !

This chapter describes the MultiReview plugin for the Truck Manager application.

The MultiReview plugin consists of a list of operational settings relevant for MultiReview. These settings are displayed in a specific area in the Truck Manager application, in the lower part of the Configuration pane.

The MultiReview plugin allows users to define and apply remotely the settings required for the MultiReview application to be operational.

Plugin Delivery

The plugin is delivered with the MultiReview application.

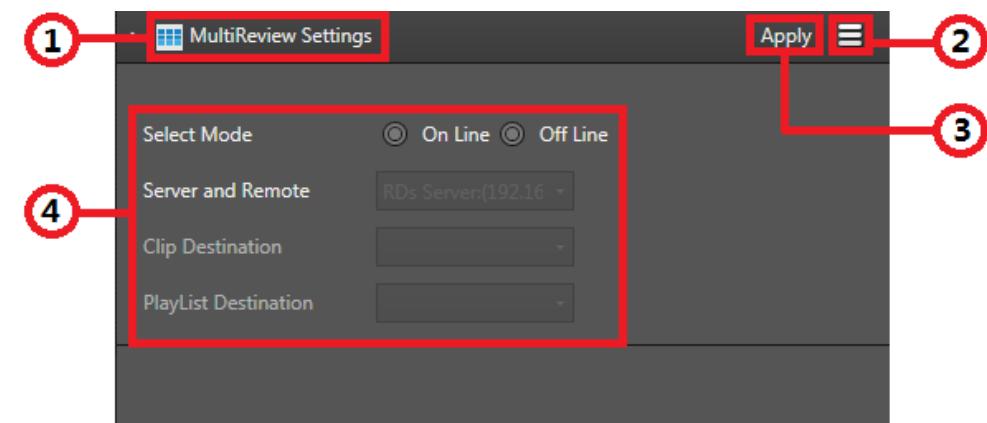
The Truck Manager application automatically downloads the right plugin version when it connects to the MultiReview for the first time on a given setup.

For this reason, the version of the Truck Manager is not tied to a given plugin version of the MultiReview application.

Plugin Overview

Illustration

The MultiReview plugin contains the elements highlighted on the screenshot below:



Description

The table below describes the various elements of the MultiReview plugin:

Part	Name	Description
1.	Plugin name	Field to expand or collapse the plugin area.
2.	Apply button	Button to apply the parameter values to the associated remote application.
3.	Menu icon	Icon to open the contextual menu, which provides general commands, or commands specific to the related application. See section "Contextual Menu" on page 11.
4.	Plugin settings	Fields that allow users to set the operational parameters of the associated application. See section "Settings Description" on page 12.

Contextual Menu

Introduction

The following contextual menu is available when you click on the contextual menu icon  in the MultiReview plugin in Truck Manager.

The contextual menu provides general commands, and commands specific to the related application.



Command Description

The table below describes the various commands of contextual menu:

Command Name	Description
Reset	Resets the values defined in the plugin to the values currently defined in the associated MultiReview.
Export	Allows users to export all setting values associated to the MultiReview application to a .cnf file named according to the following pattern <Name>- <ProductName>.cnf.
Import	Allows users to import the setting values stored in a .cnf file into the application plugin.
Copy	Allows users to copy the settings values of associated MultiReview.
Paste	Allows users to paste the settings values to another MultiReview.

Settings Description

Introduction

This section describes the various settings available in the MultiReview plugin.

Once you have specified the requested values for the various settings, click the **Apply** button to apply remotely the values to the associated application.

Select Mode Field

Description	This field is for users to choose a certain way to browse cameras and operate with the MultiReview.
Values	Online mode
	Offline mode
Default Value	No default value

Server and Remote Field

Availability	When you choose Online mode, then you must select a server and remote to attach.
Description	This field is select server and remote you would like to attach.
Values	MultiReview
Default Value	No default value

Clip Destination Field

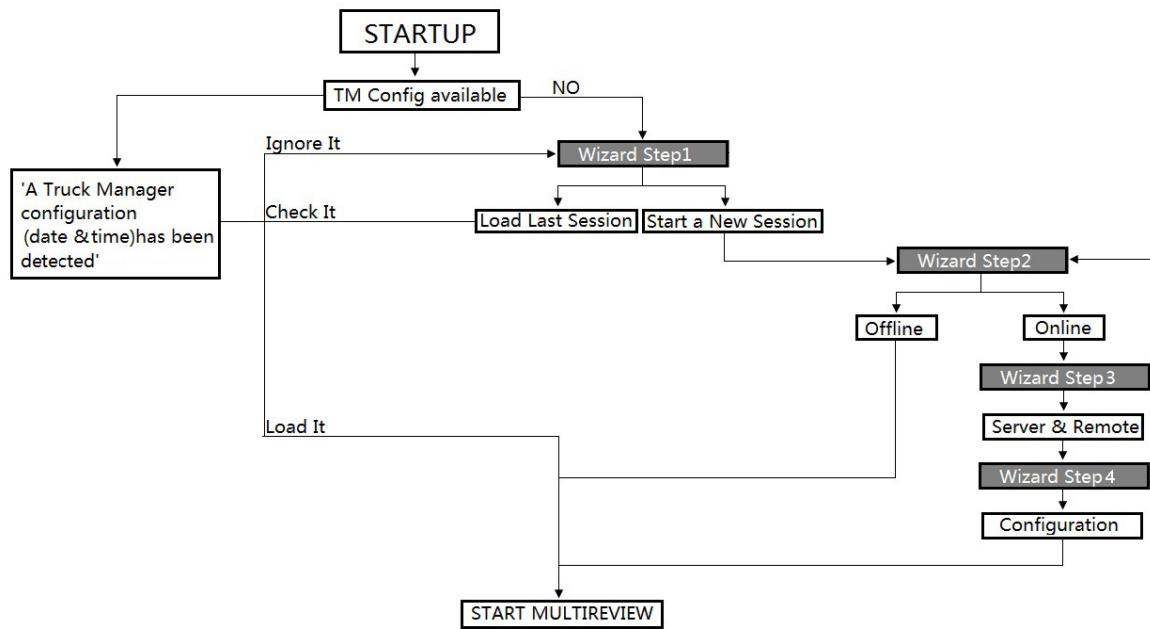
Description	All clips created from the MultiReview will be stored to the selected location.
Values	From Page1 which contains 9 banks to Page0
Default Value	Page7Bank1

Playlist Destination Field

Description	All playlists created from the MultiReview will be stored to the selected location.
Values	From Page1BankPL to Page9BankPL
Default Value	Page7BankPL

2.2.2. Workflow Overview

To start MultiReview with Truck Manager, the following workflow has to be followed:

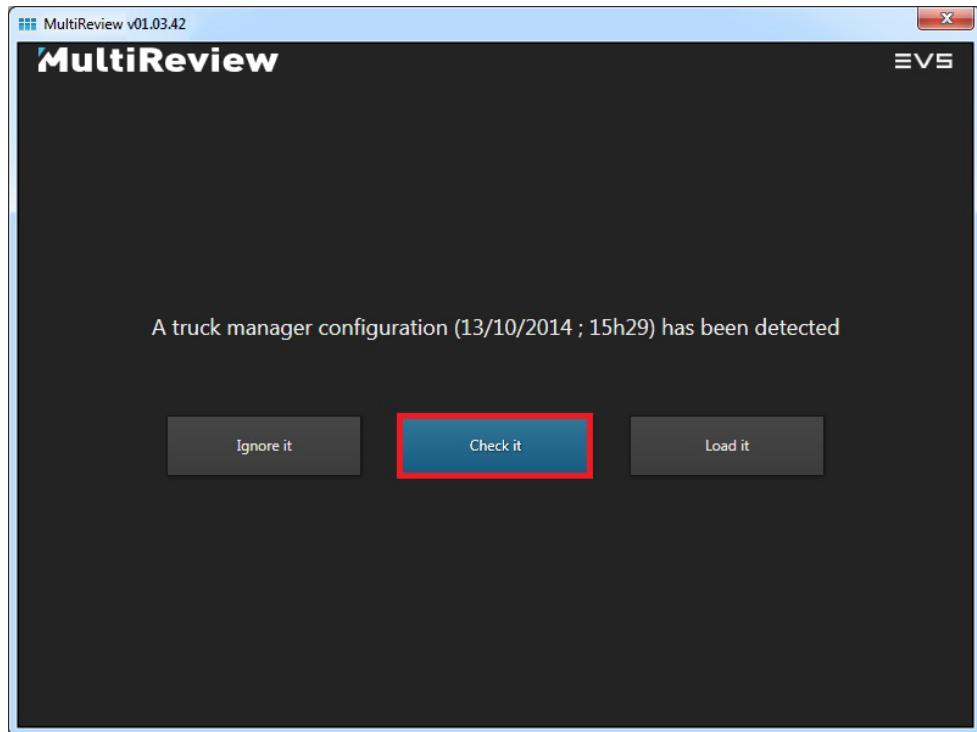


2.2.3. Checking the Configuration Set in Truck Manager

To check or change the configuration set in Truck Manager, proceed as follows:

1. Double-click the MultiReview icon.

The following message appears: 'A truck manager configuration has been detected'.



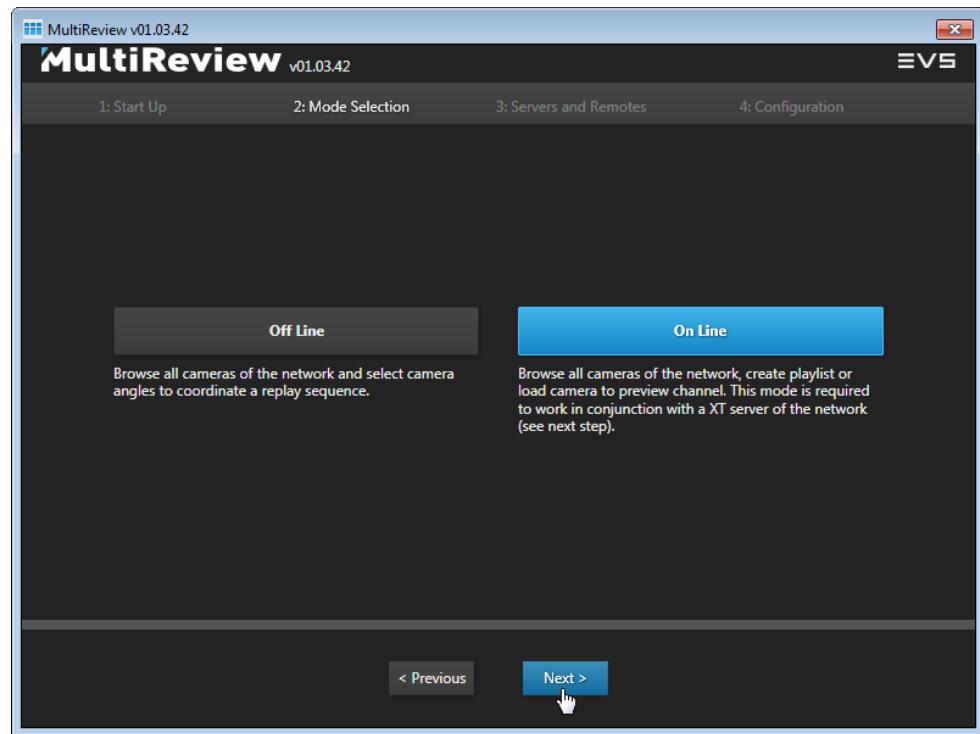
Note

You can decide to ignore the Truck manager configuration and start MultiReview with the classic startup wizard.

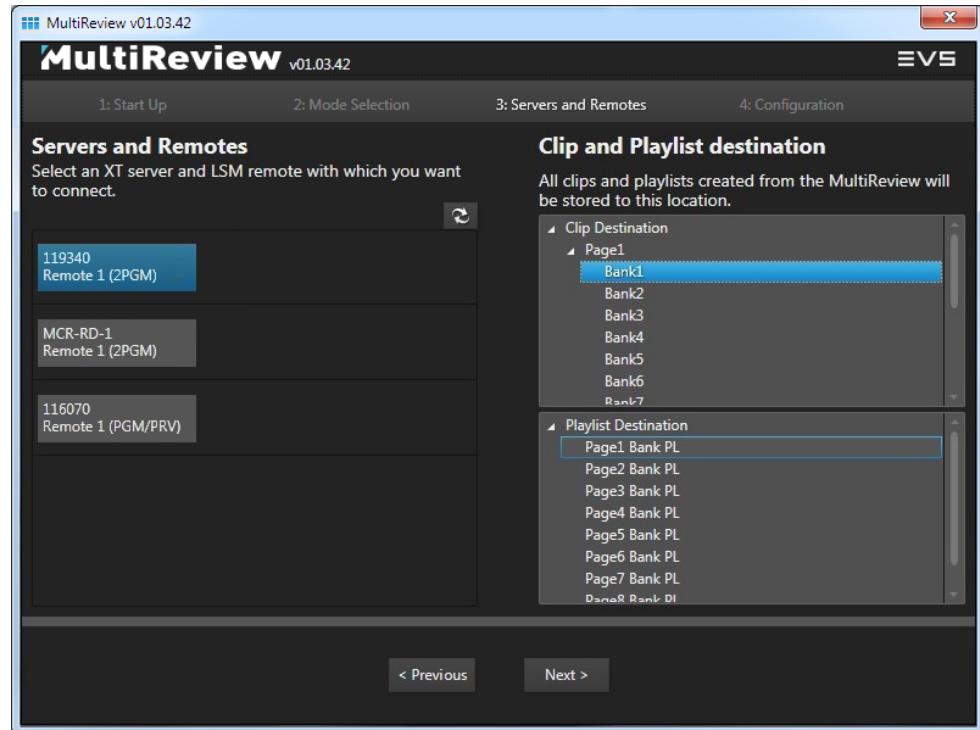
2. Click the **Check It** button to continue.

In the Mode Selection window, the Online mode is selected by default.

3. Click the **Next** button to continue.

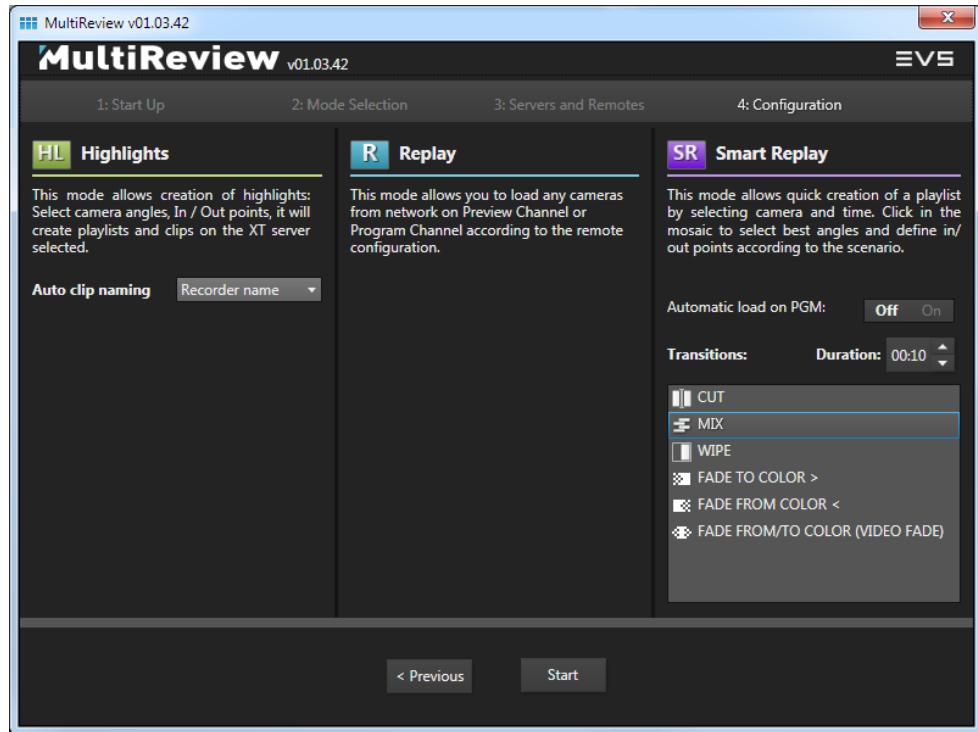


In the Servers and Remotes window, the default server and remote are selected.



4. Click the **Next** button to continue.

The Configuration window displays the configuration of the three different modes: Highlights, Replay and Smart Replay.



5. Click the **Start** button to start MultiReview.

2.2.4. Changing the Configuration Set in Truck Manager

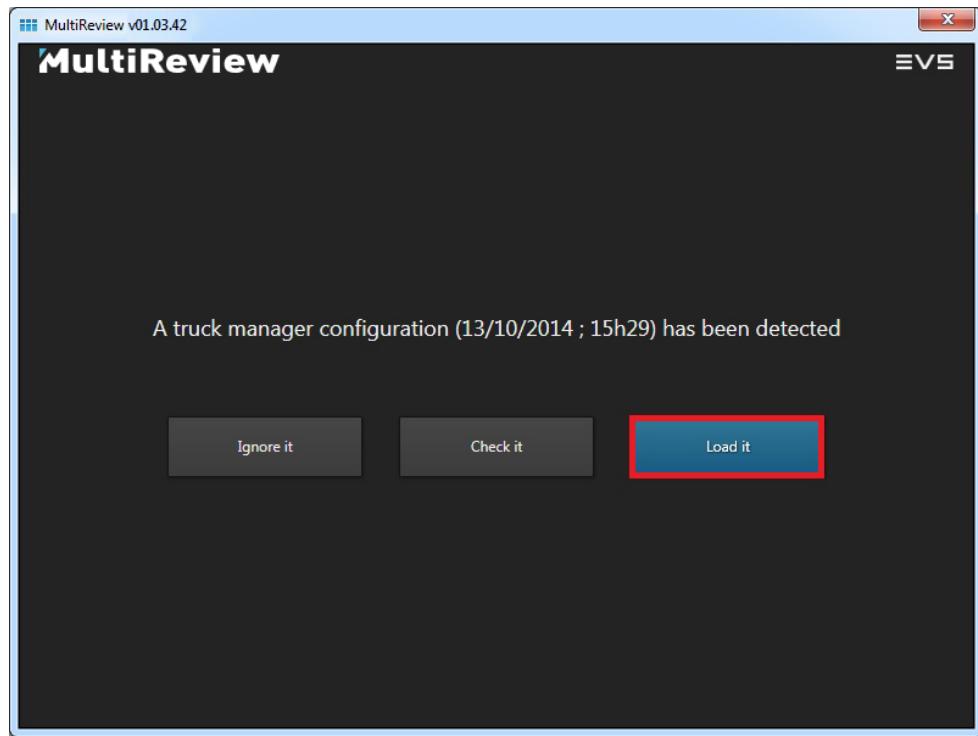
To change the configuration set in Truck Manager, see "Starting a New Session" on page 6.

2.2.5. Loading the Configuration Set in Truck Manager

To load the configuration set in Truck Manager, proceed as follows:

1. Double-click the MultiReview icon.

The following message appears: 'A truck manager configuration has been detected'.



2. Click the **Load It** button.

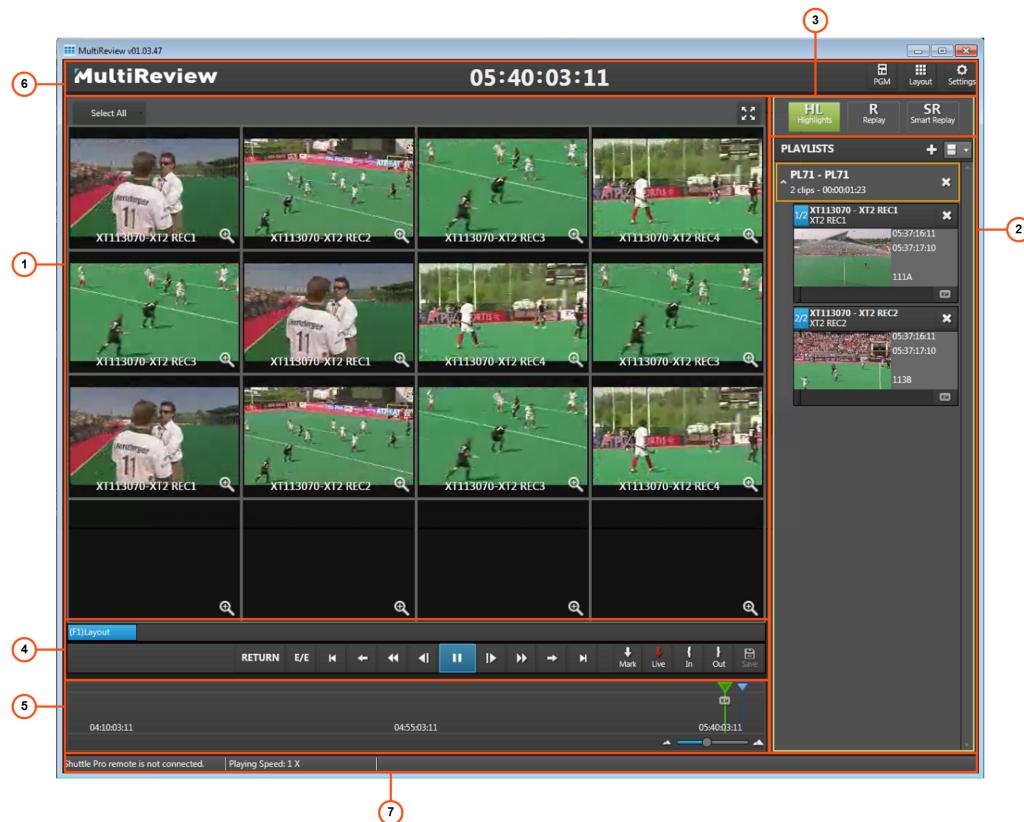
MultiReview is launched.

3. User Interface

3.1. Overview

Illustration

The MultiReview user interface contains the areas highlighted on the screenshot below.



Area Description

The table below describes the various areas of the MultiReview user interface.

#	Name	Description
1.	Mosaic	This area contains a customizable mosaic of server record channels. Two pages with a maximum of 16 channels per page are available. See section "Mosaic" on page 20.
2.	Events/Playlists pane	This area displays the clips and playlists, replay sequences or events that have been created by the user. See section "Events/Playlists Pane" on page 32.

#	Name	Description
3.	Mode Selection pane	<p>This area contains the interactivity between MultiReview and servers described by three modes: Highlights, Replay and Smart Replay.</p> <p>In Offline mode these buttons are not available.</p>
4.	Transport Controls bar	<p>This area contains the controls that are used to simultaneously control all record channels. See section "Transport Controls" on page 25.</p>
5.	Timeline	<p>The Timeline at the bottom of the main window either visually represents the length of the record trains or the duration of the clips that are loaded in the Mosaic. See section "Timeline" on page 27.</p>
6.	Title bar	<p>This area displays the name of the application and holds a timecode field. It also contains buttons which give access to the PGM, Settings and Mosaic Layout Configuration window.</p>
7.	Status bar	<p>This area contains information about:</p> <ul style="list-style-type: none"> • The connection with a Shuttle Pro device. • The interactivity with the server. • Creating playlists or clips.

3.2. Mosaic

3.2.1. Overview

Description

The Mosaic allows to monitor the images that are being captured live by specific cameras from within the sports venue and that are simultaneously being recorded by specific XT server record channels present in the network.

It is also used to browse through and play back content that has already been recorded by the various record channels.

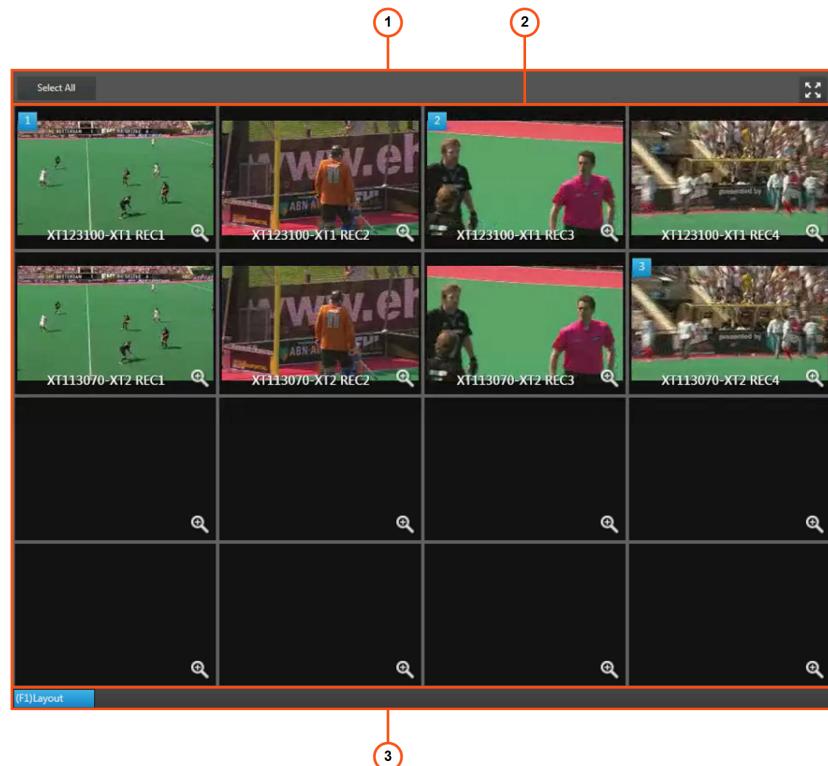
It helps the user in selecting interesting content and camera angles and in creating more easily events, playlists with clips and replay sequences with camera angles.

For editing purposes, playlists, events and replay sequences can then be reloaded and played back in the Mosaic.

The layout of the Mosaic can be customized. See section "Mosaic Layout Configuration Window" on page 38.

Illustration

The Mosaic contains the areas highlighted on the screenshot below:



Area Description

The table below describes the various elements of the Mosaic window:

#	Name	Description
1.	Toolbar	<p>The Select All button is only available in Highlights mode and is used to quickly select all cameras in the Mosaic.</p> <p>The Full Screen button is used to switch to full screen mode.</p>
2.	Mosaic cells	<p>Each cell can be linked to and display the images of a particular server record channel in the network. Depending on the selected Mosaic layout, more or less cells will be available. See section "Mosaic Layout Configuration Window" on page 38.</p> <p>The Mosaic can contain up to two pages with a maximum of 16 record channels per page. By default at startup, MultiReview will automatically assign the first 32 recorders in the system to the Mosaic. See section "Mosaic" on page 20.</p>
3.	Mosaic Layout button	Used to switch between the available custom Mosaic layouts. See section "Mosaic Layout Configuration Window" on page 38.

3.2.2. Mosaic Cells

Overview

Each cell in the Mosaic can contain the following components:



#	Name	Description
1.	Sequence number	Indicates the order in which the user clicked this cell. Corresponds to the sequence number of the corresponding clip or camera in the playlist or replay sequence.
2.	Zoom In/Out button	Used to enlarge the cell to four times its original size and restore it back to its original size.

#	Name	Description
3.	OSD Server info	The OSD is: SERVER NAME (NET NAME) – CAMERA NAME.

Status Icons

NEW !

In certain situations a status icon appears instead of an image.

Status Icon	Description
	There is (currently) no live feed.
	The feed coming from the server record channel is still loading.
	Outside the record train.
	The server has been disconnected.

3.2.3. Full Screen Mode

Full Screen Mode Off

By default, MultiReview does not start up in full screen mode.

Full Screen Mode On

MultiReview allows you to view the Mosaic in full screen mode.

How to Switch to Full Screen Mode

- Click  to switch to full screen mode.

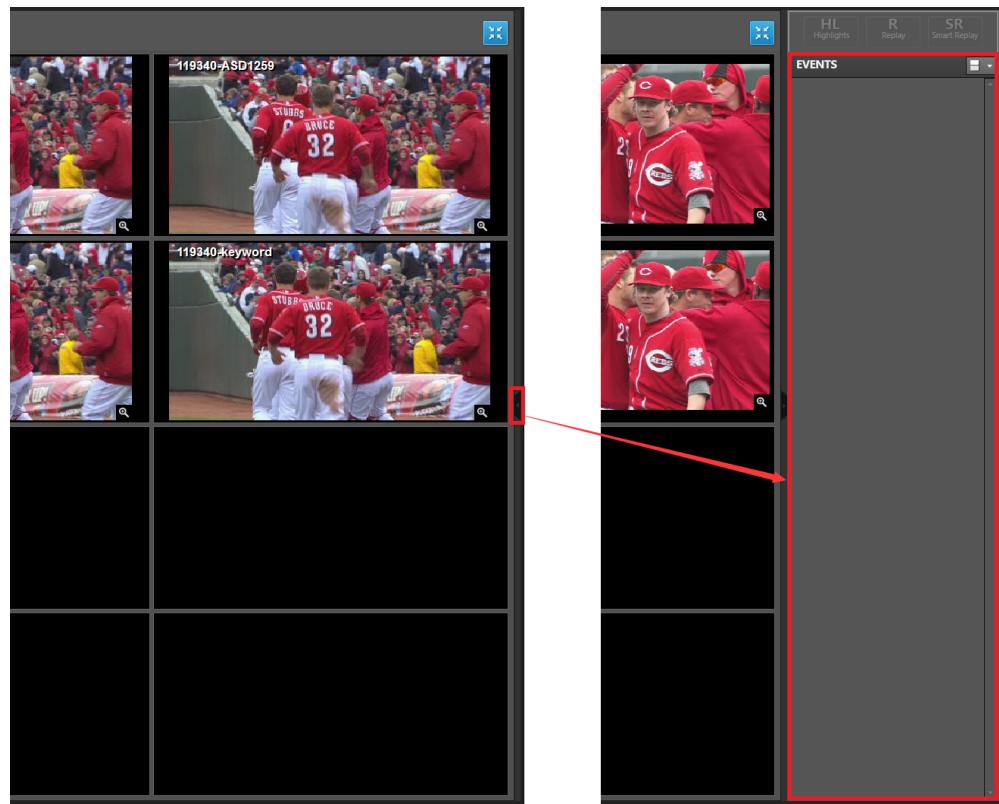
In full screen mode, only the Mosaic is visible by default. The Events/Playlists pane and Transport Controls area are hidden.



- Click  to exit full screen mode again.

How to View the Events/Playlists Pane in Full Screen Mode

- Click  to view the Events/Playlists pane in full screen mode.



3.3. Transport Controls

Description

The Transport Controls bar contains the buttons that are used to switch between Live and browsing mode (train/clip), to simultaneously browse and play back all server record channels and clips loaded in the Mosaic, to add markers pinpointing interesting moments or camera angles (event, cue point), and to create clips by marking an In and Out point.



Controls

The table below describes the function of each control:

Control	Function
 Back to live	<p>Switch to Live.</p> <ul style="list-style-type: none"> In Highlights Mode: switch to Live without clearing unsaved In and/or Out point. In Replay Mode: switch to Live without clearing any previous operations and without creating a new event. In Smart Replay Mode: switch to Live without creating a new playlist. <p>This button is not available in Offline mode and in the clip browsing mode.</p>
 Back to live	<p>Switch to Live.</p> <ul style="list-style-type: none"> In Offline mode: create a new, empty event. In Highlights mode: switch to Live. Clears unsaved In and/or Out point. In Replay mode: create a new, empty replay sequence. In Smart Replay mode: create a new, empty playlist.
 Go to in	<p>Jump to the In point of a clip.</p> <p>Can only be used in Highlights mode.</p>
 Go to out	<p>Jump to the Out point of a clip.</p> <p>Can only be used in Highlights mode.</p>
 Previous cue	<p>Jump to the previous cue point.</p>

Control	Function
 Next cue	Jump to the next cue point.
 Fast rewind	There are 4 speeds for the Fast rewind. To click once is 1X, twice is 2X.... The maximum speed is four times the original speed.
 Fast forward	There are 4 speeds for the Fast forward. To click once is 1X, twice is 2X.... The minimum speed is minus four times the original speed.
 Previous frame	Jump to the previous frame of the browsing train or loaded clips.
 Next frame	Jump to the next frame of the browsing train or loaded clips.
 Play	Play command on the browsing train or loaded clips.
 Pause	Pause command on the browsing train or loaded clips.
 Mark	Add a cue point to the timeline at the current timecode. This button is unavailable in clip browsing mode.
 Live	Add a cue point to the timeline at the Live timecode. This button is unavailable in clip browsing mode.
 Mark In	Mark the In point of a clip. This button is only available in Highlights mode.
 Mark Out	Mark the Out point of a clip. This button is only available in Highlights mode.
 Save	Save the In and Out point and creates a clip. This button is only available in Highlights mode.

3.4. Timeline

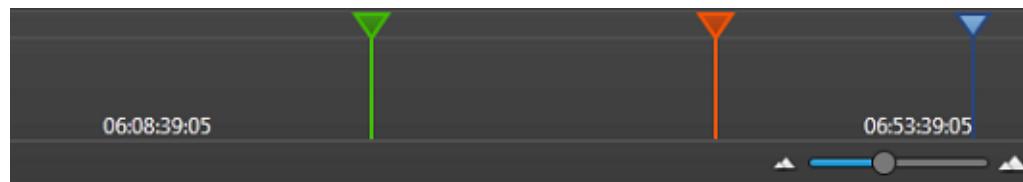
3.4.1. Overview

The Timeline at the bottom of the main window either visually represents the length of the record trains or the duration of the clips that are loaded in the Mosaic. A Current Timecode marker indicates the timecode of the frame that is currently being recorded or played back.

A zoom slider at the bottom right corner of the Timeline can be used to change the time scope of the Timeline:

- Maximum zoom: the visible scope is 1 minute.
- Minimum zoom: the visible scope is 24 hours.
- Zoom rates are divided into 1, 2, 5, 10, 20, 45, 90, 180, 360, 720, 1440 (minutes).

Cue points and event markers can be added to the Timeline to indicate specific moments in time. They are linked to the events, replay sequences or playlists in the Events/Playlists pane.



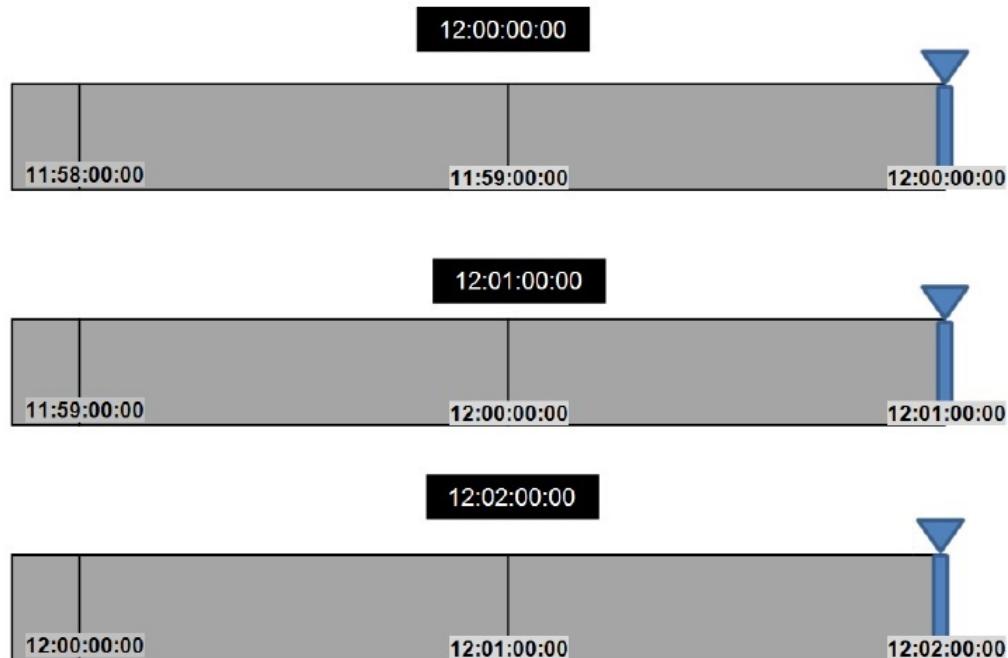
3.4.2. Timecode Modes

The Timeline can be in a number of timecode modes:

- Live (E/E) mode
- Record train browsing mode
- Clip browsing mode

Live (E/E) Mode

In the Live (E/E) mode the Timeline slides from right to left. The Current Timecode marker indicates the Live timecode (= the head of the record train). It remains at the same place, i.e. at the end of the timeline.



Record Train Browsing Mode

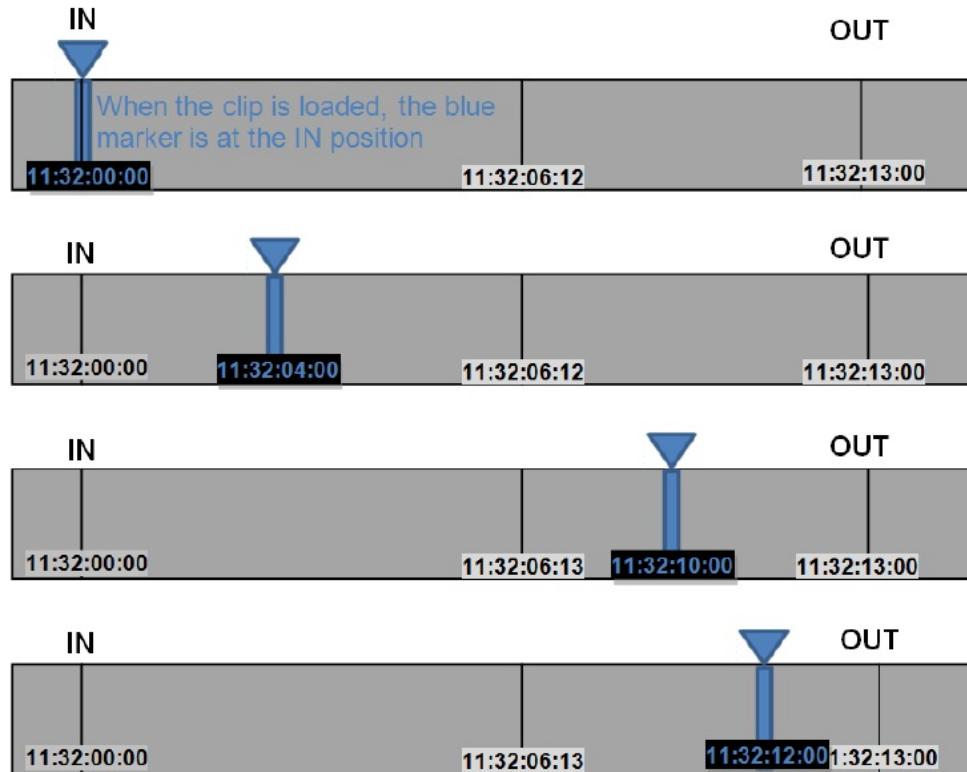
In Record Train Browsing mode the Timeline does not slide. The Current Timecode marker indicates the position of the current timecode during the browse.

Clip Browsing Mode

The Timeline scope is adjusted to fit the clip duration (+margin).

The timeline does not slide unless the browse is between the In and Out point of the selected clip.

The Current Timecode marker indicates the position of the current timecode during the browse.



3.4.3. Markers

Types of Markers

The table below describes the various makers that can appear on the Timeline:

Marker	Name	Description
	Current Timecode Marker	Indicates the current timecode of the record train (Live or in browsing mode) or of a clip.
	Cue Point	Marks points on the record trains and clips during recording or playback. Cue points can be used to quickly and easily retrieve those specific moments and use them.
	Event Marker	Indicates a particular event (event, replay sequence, playlist). Each time a new event is created with at least one camera, an event marker is added to the timeline. In Highlights mode there are no event markers.

Adding Cue Points

To add a cue point to the timeline:

- at the current timecode, click the **Mark** button in the Transport Controls area or press **HOME**.



- at the Live timecode, click the **Live** button in the Transport Controls area or press **END**.



Adding Event Markers

Event markers can be added in Offline mode and in Replay and Smart Replay mode. See section "Adding Events" on page 48 "Replay Mode" on page 58 "Smart Replay Mode" on page 64.

Default Marker Name

The default name assigned to a cue point is 'Marker'.



The default name assigned to an event marker is the name as used in the event, replay sequence or playlist.



Keywords on Markers

In Online mode you can add keywords to each cue point. See section "Adding Keywords to a Marker" on page 71.



Item	Description
[KW]	The button which indicates if a cue point contains keywords or not. You can click the button to edit the keywords.
TACKLE - KOLITURNOVER - PASS BLOCK - SAFETY	The keywords that appear when you hover your mouse over the marker.

Navigating Using Markers

If you double-click:

- an event marker on the Timeline, the corresponding event (event, replay sequence or playlist) is selected in the Events/Playlists pane. All cells in the Mosaic switch to the start frame of the event and the Timecode field in the title bar displays the start timecode of the event. On the Timeline the Current Timecode marker takes the position of the start timecode of the event.
- a cue point on the Timeline, all cells in the Mosaic switch to the corresponding frame and the Timecode field in the title bar displays the corresponding timecode. On the Timeline the Current Timecode marker takes the position of the start timecode.

3.4.4. Navigating to a Given Timecode

To jump to a given timecode in the loaded record train or clip, do one of the following:

- Manually enter a timecode in the timecode field in the title bar and click **ENTER**. (You do not have to select a camera).



Note

The timecode you enter should exist on the server, or you cannot jump to the timecode.

- Click the **Previous Cue** or **Next Cue** button to reach the given timecode.

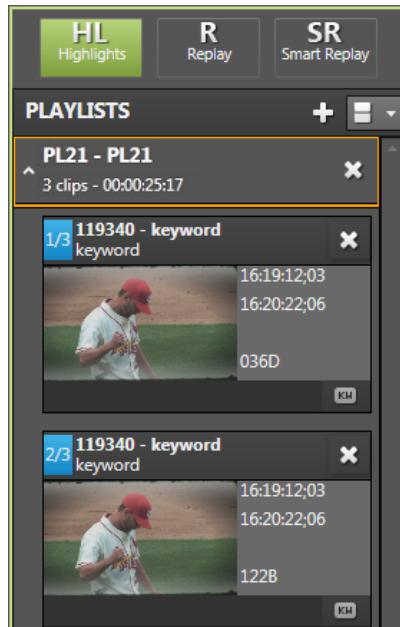
3.5. Events/Playlists Pane

3.5.1. Playlists Pane

Overview

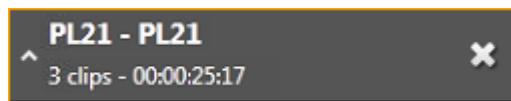
The Playlists pane is situated to the right of the Mosaic and only appears in Highlights mode. It displays the playlists and clips that have been created by the user on the XT server connected with MultiReview.

You can create new playlists and fill them with clips. Existing playlists can be edited or removed. You can trim clips, change their position in the playlist and assign new and edit remove or existing keywords. Clips you no longer need can be removed again.



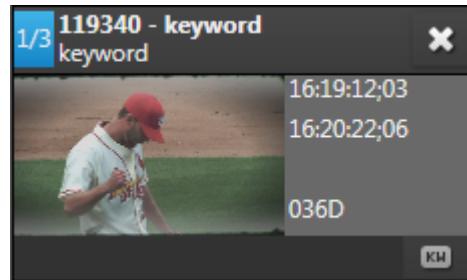
Playlist

Each playlist has a name which consists of a default part and a part that can be edited. It displays the total number of clips it holds and the duration of the clips. With the **Remove** button you can delete the playlist and with the **Expand/Collapse** button you can hide or display the content of the playlist. The playlist that is currently selected in the Playlists pane has an orange border.



Clip

Each clip in a playlist has a sequence number and displays the name of the server and server recorder channel the clip was created from. It further contains a clip name, an In and Out point, a LSM ID and a keyword button (**KW**). The keyword button can be used to add keywords to the clip or edit existing keywords. See section "Adding Keywords to a Clip" on page 75.



3.5.2. Events Pane

The Events pane is also situated to the right of the Mosaic and is available in the Offline mode as well as in the Replay and Smart Replay mode. Its content differs according to the mode.

Offline Mode

Overview

In Offline mode it lists the Events the user has created. It allows to create new events and add one or more camera angles to each event.



Event

Each event has a name which can be edited. With the **Remove** button (X) you can delete the event and with the **Expand/Collapse** button you can hide or display the content of the event. The event that is currently selected in the Events pane has an orange border.



Cameras

Each event contains a single thumbnail displaying the frame and timecode taken from the first record channel or camera you selected in the Mosaic. There is no view detail supplied for you to check the event.

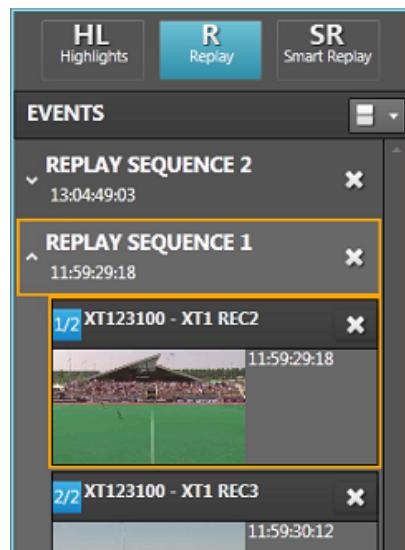


See section "Offline or Standalone Mode" on page 48 for more information.

Replay Mode

Overview

In Replay mode the Events pane contains the replay sequences the user has created. It allows to create new replay sequences and add one or more cameras to each replay sequence.



Replay Sequence

Each replay sequence has a name which can be edited. It displays the timecode of the camera that was first selected in the Mosaic. With the **Remove** button (X) you can delete the replay sequence and with the **Expand/Collapse** button you can hide or display the content of the replay sequence. The replay sequence that is currently selected in the Events pane has an orange border.

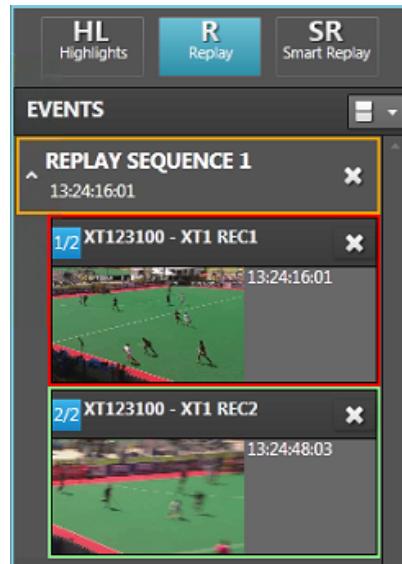


Cameras

A thumbnail is created of each camera you selected in the Mosaic and is added to the replay sequence in the order in which you selected the cameras. Each thumbnail has a sequence number, a name which consists of the server and server record channel name and a frame and timecode taken from the record channel.



Depending on the configuration of the LSM remote ('PRV+PGM' or '2PGM') MultiReview is connected with, the cameras will either be automatically loaded onto the PRV channel of the server (camera with green border), and you will be able to take them one by one to the PGM channel (camera with red border), or you will have to manually load each camera to the PGM1 (camera with red border) or PGM2 of the server (camera with green border).



See section "Replay Mode" on page 58

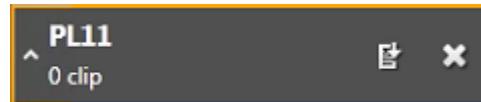
Smart Replay Mode

Overview

In Smart Replay mode the Events pane contains the playlists and clips the user has created. It allows to create new playlists and clips and edit and remove existing playlists. Depending on the configuration of the Smart Replay mode, the first clip in the playlist will be automatically loaded onto the PGM of the server, or the user will have to manually load each clip himself.

Playlist

Playlists in the Smart Replay mode contain and display the same information as in the Highlights mode. In addition, they contain a button which allow the user to manually load the first clip onto the PGM of the connected server.



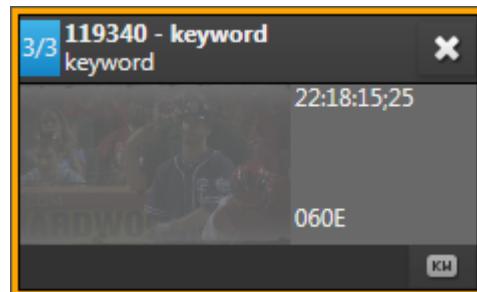
Clips

The clips in a playlist in Smart Replay mode contain and display the same information as in playlists in Highlights mode.

In Smart Replay mode, clips can be grayed out or have a blue border. In the first case, the clip has no Out point.



In the second case, the In and Out point of the clip were taken from the same record channel.



See section "Smart Replay Mode" on page 64

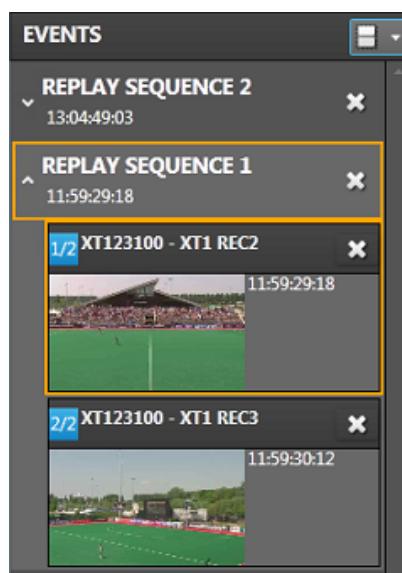
3.5.3. Thumbnail vs. List View

A drop-down is provided in the right corner of the Events and Playlists pane which allows you to change the view.

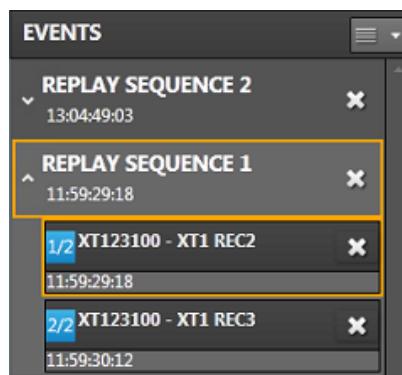


The content in the Events and Playlists pane can be displayed in two ways:

- In Thumbnail View, thumbnails of clips and cameras are displayed. Select  to switch to this view.



- In the List View, no thumbnails are displayed. Select  to switch to this view.



3.6. Mosaic Layout Configuration Window

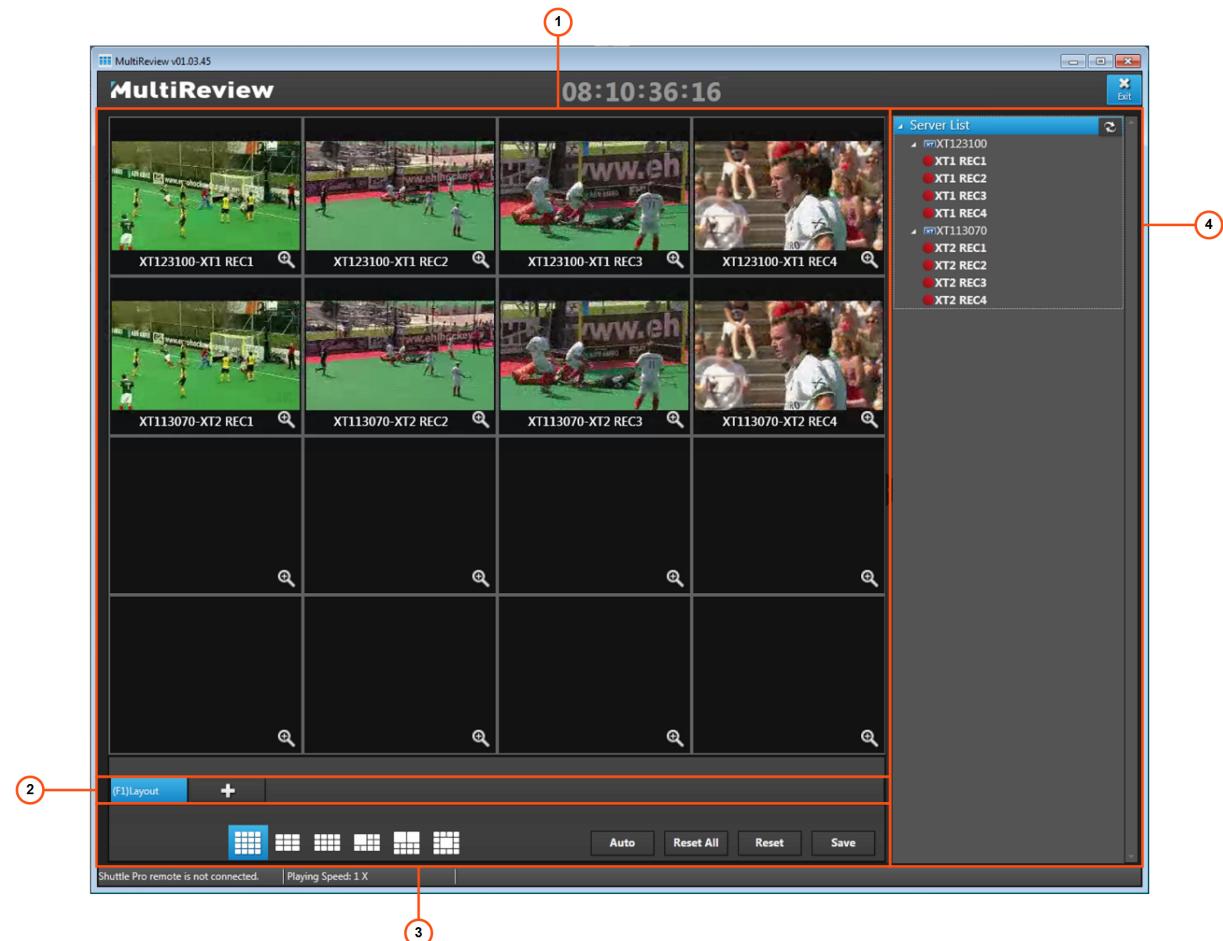
3.6.1. Overview

Introduction

The Mosaic Layout Configuration window allows you to configure and manage up to 10 custom Mosaic layouts and manually or automatically assign a server record channel to each Mosaic cell.

Illustration

The Mosaic Layout Configuration window contains the areas highlighted on the screenshot below:



Area Description

The table below describes the various elements of the Mosaic Layout Configuration window:

#	Name	Description
1.	Layout Preview pane	This area allows you to preview and modify a predefined or custom Mosaic layout.
2.	Custom Layout toolbar	This toolbar allows you to add up to ten custom Mosaic layouts and load each layout in the Layout Preview pane.
3.	Predefined Layout toolbar	This toolbar allows you to select and load one of the six predefined Mosaic layouts in the Layout Preview pane. It also enables you to save changes made to the loaded layout and to reset a specific or all custom layouts to the default Mosaic layout.
4.	Server list	This area displays the servers in your network along with their record channels. It allows you to drag and drop record channels to the Mosaic and assign them to a particular cell.

3.6.2. Custom Layout Toolbar



Initially, the Custom Layout toolbar will only contain one custom Mosaic layout: (F1) Layout. You can customize this default layout to your needs but also add up to nine other custom Mosaic layouts.

NEW !

When you add a new layout, MultiReview automatically assigns a default name of the following form **(FX)Layout**:

- **(FX):** Refers to the keyboard function key you can use to quickly select the layout, e.g. F1 or F10. It also indicates the position of the layout within the list of layouts, F1 for the 1st layout and F10 for the last layout.
- **Layout:** The actual name of the layout. This part can be edited.

The layout that is currently selected is highlighted in blue.

3.6.3. Predefined Layout Toolbar



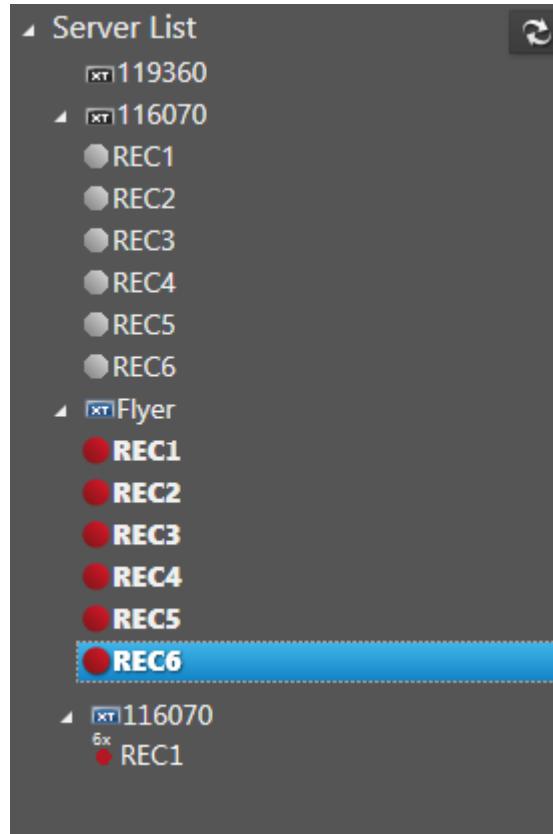
Button Description

The table below describes the buttons that are available in the Predefined Layout toolbar:

Button	Description
	<p>Six predefined Mosaic layouts:</p> <ul style="list-style-type: none"> • 4*4 • 3*3 • 4*3 • 1+8 (based on 4*3) • 2+8 (based on 4*4) • 1+12 (based on 4*4) <p>The layout that is currently selected is highlighted in blue.</p>
Auto	Removes all custom layouts and restores the default 4*4 layout. MultiReview will automatically detect all servers in the network and assign each record channel connected with GBE to each cell of the Mosaic.
Reset All	Cancels the record channels assigned to all custom layouts and sets their layout to the default 4*4 layout.
Reset	Cancels the record channels assigned to the currently selected custom layout sets its layout to the default 4*4 layout.
Save	Saves all changes made to the layouts.

3.6.4. Server List

The Server List is available on the right side of the Mosaic Layout Configuration window. It displays the EVS servers MultiReview has detected in the network along with their record channels. It allows you to manually assign one or more record channels to the cells of the selected Mosaic layout by a simple drag-and-drop operation.



Record channels that are in bold have been assigned to a cell in a Mosaic layout.

If a server and its record channels are grayed out, the server is not connected to the Gigabit Ethernet network.

Record channels with a tag (2x/3x/4x/5x/6x/8x/10x) above their record icon are set in super slow motion mode.

3.6.5. Customizing a Mosaic Layout

How to Add a New Custom Layout

NEW!

MultiReview1.3 allows you to add up to 10 custom Mosaic layouts.

To add a new, custom layout, click **+** in the Custom Layout toolbar.



A custom layout button will be added with the default name **(FX)Layout**. In the Layout Preview pane a 4*4 Mosaic is added.

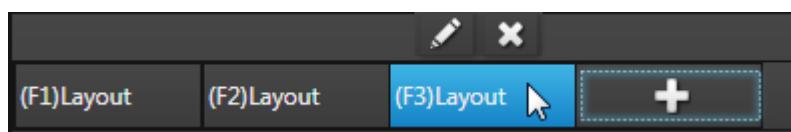
How to Assign a Custom Name

NEW!

When adding a new custom Mosaic layout, MultiReview automatically assigns a default name of the form **F(X)Layout**. To give your own custom name to the layout, proceed as follows:

1. In the Custom Layout toolbar, hover your cursor over the button of the desired custom layout.

Two extra buttons appear above the button.



2. Click .

The title of the custom layout button can now be edited.



3. Enter a name for your custom layout and then click **ENTER** to apply it.

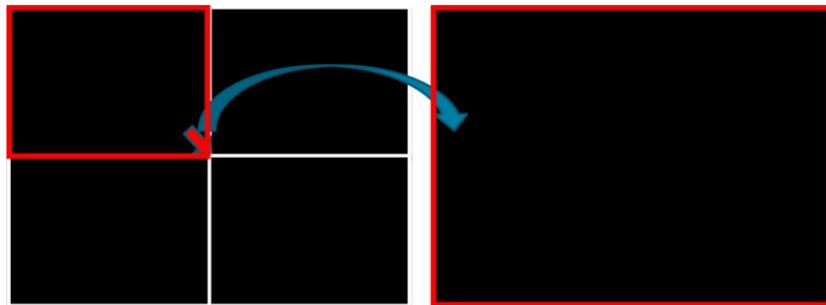
How to Customize the Default Mosaic Layout

When adding a new, custom Mosaic layout, MultiReview automatically adds the default 4*4 grid. You can customize this default layout in two ways:

- by selecting one of the five other predefined Mosaic layouts



- by using the **Zoom In** button  to enlarge Mosaic cells to four times their original size and by using the **Zoom Out** button  to restore enlarged cells to their original size again.



The following customizations are possible:

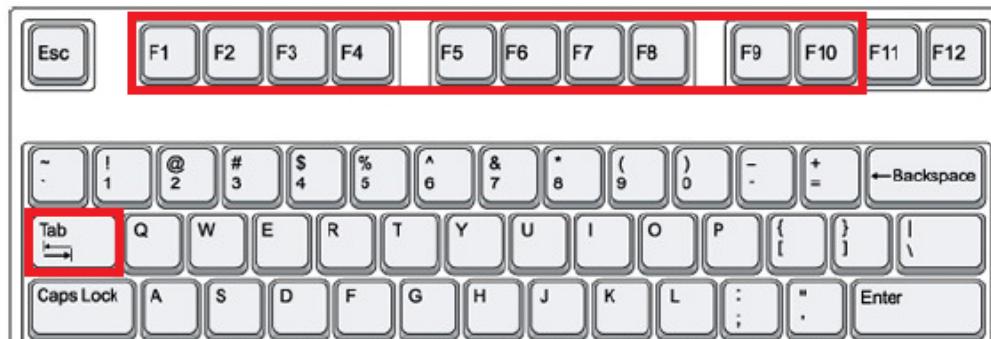
- A 4*4 grid can be transformed in a grid with 1 enlarged and 12 normal-sized cells or 2 enlarged and 8 normal-sized cells or 3 enlarged and 4 normal-sized cells or 4 enlarged cells.
- A 3*3 grid can be transformed in a grid with 1 enlarged and 5 normal-sized cells.
- A 3*4 grid can be transformed in a grid with 1 enlarged and 8 normal-sized cells or 2 enlarged and 4 normal-sized cells.

How to Switch to a Particular Custom Layout

NEW !

You can easily switch from one custom layout to another. You can:

- click the corresponding button in the Custom Layout toolbar.
- press the corresponding function key (**F1**, **F2**, **F3**, ...**F10**) on the keyboard.
- press **TAB** to switch to the next layout in the list.



How to Remove a Custom Layout

NEW !

To remove a custom layout, proceed as follows:

1. In the Custom Layout toolbar, hover your cursor over the button of the desired custom layout.

Two extra buttons appear above the button.



2. Click **X** to remove the layout.

A confirmation message appears.

3. Click **Yes** to continue.



Note

If only 1 custom layout is available, you cannot remove it.

3.6.6. Assigning Record Channels

How to Automatically Assign All Record Channels

The very first time you start up MultiReview, it will automatically assign the first 32 recorders in the network to the cells of the Mosaic.

- If there are up to 16 record channels, these will be assigned to the cells on this page. If there are more mosaic cells than record channels, these will remain empty.
- If there are more than 16 record channels, a second page of mosaic cells are assigned in the same way.
 - Between 17 and 25 cameras, the second layout will be a grid of 3*3.
 - Between 26 and 28 cameras, the second layout will be a grid of 3*4.
 - Between 29 and 32 cameras, the second layout will be a grid of 4*4.

How to Manually Assign Single Record Channels

To assign one server channel at a time to the selected custom Mosaic layout, proceed as follows:

1. Select the custom layout you want to assign the server record channel to.
2. In the Server List, select the desired server channel and drag and drop it to the desired mosaic cell.

Once assigned, the record channel will be in bold in the Server list. The name of the server and record channel will appear in the top left corner of the Mosaic cell.

3. Repeat step 2 until you have assigned the necessary number of server record channels.
4. Click the **Save** button.

If you exit the Mosaic Layout Configuration window without saving your changes, a message will appear asking you if you want to save your changes. Click **Yes** to continue.

Assigning All Record Channels of a Server

NEW !

To assign all record channels of a server to the cells in the selected custom Mosaic layout, proceed as follows:

1. Select the custom layout you want to assign the server record channels to.
2. In the Server list, select the desired server and drag and drop it into the selected Mosaic layout.

Once assigned, the record channels will be in bold in the Server list. The name of the server and corresponding record channel will appear in the top left corner of each Mosaic cell.

3. Click the **Save** button.

If you exit the Mosaic Layout Configuration window without saving your changes, a message will appear asking you if you want to save your changes. Click **Yes** to continue.

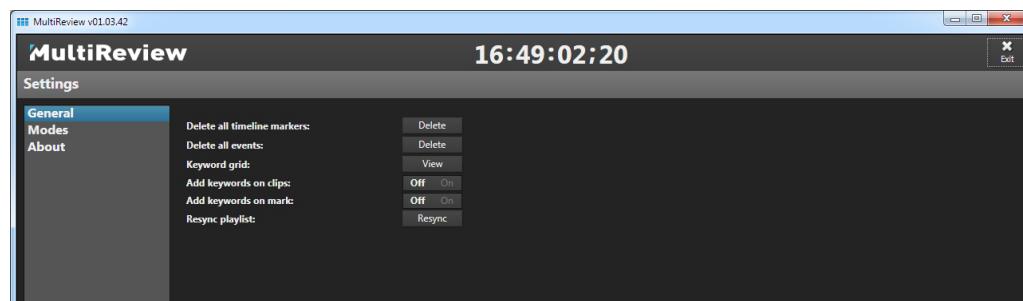
3.7. Settings Window

3.7.1. Opening the Settings Window

To open the Settings window, click the **Settings** button in the title bar.

The Settings window contains the following setting categories:

- General
- Modes
- About



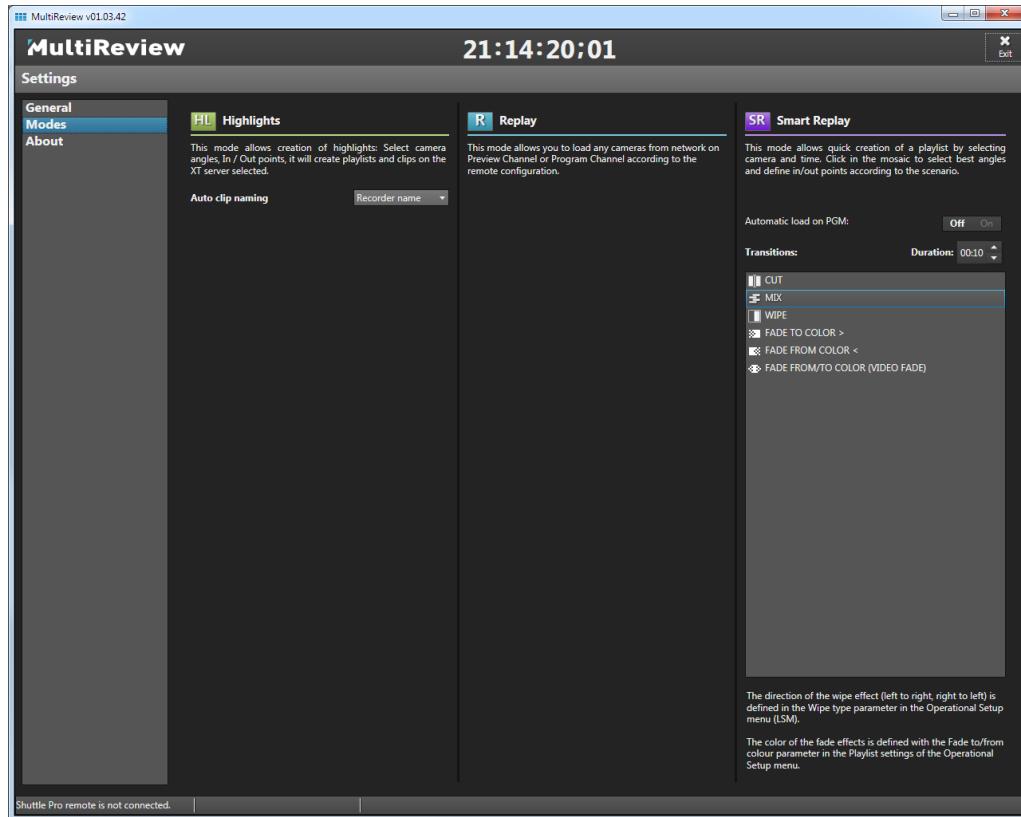
3.7.2. General Pane

The General pane contains the following settings:

Setting	Description
Delete all timeline markers	Allows you to clear all the timeline markers.
Delete all events	Allows you to delete all the events in playlists and replay sequences.
Keyword grid	Allows you to check the keyword file found in the SDTI network. This option is only visible in the Online mode.
Add keywords on clips	When this setting is enabled, the Keywords Grid pops up each time a clip is added allowing the user to assign up to 5 keywords to these clips. This option is only visible in Online mode.
Add keywords on mark	When this setting is enabled, the Keywords Grid pops up each time a marker is added allowing the user to assign up to 5 keywords to each marker. This option is only visible in the Online mode.
Resync playlist	Allows you to resync the playlists created by MultiReview on the server.

3.7.3. Modes Pane

The Modes pane is only available in Online mode and displays the configuration of the three different modes: Highlights, Replay and Smart Replay.



- In Highlights Mode you can specify the format of the name that will be automatically assigned to newly created clips. See section "Configuring Highlights Mode" on page 52.
- In Smart Replay Mode you can enable or disable the feature whereby MultiReview automatically loads a playlist on the PGM channel of the connected server. You can also select the effect that should be applied when transitioning from one clip in the playlist to the other and you can specify the duration of this effect. See section "Configuring Smart Replay Mode" on page 65.

4. Offline or Standalone Mode

4.1. Introduction

This mode is made for operators or slomo directors who want to use MultiReview as a browsing unit.

In the Offline or Standalone mode you can monitor and move simultaneously through all the low-res record trains and select camera angles to coordinate an event.

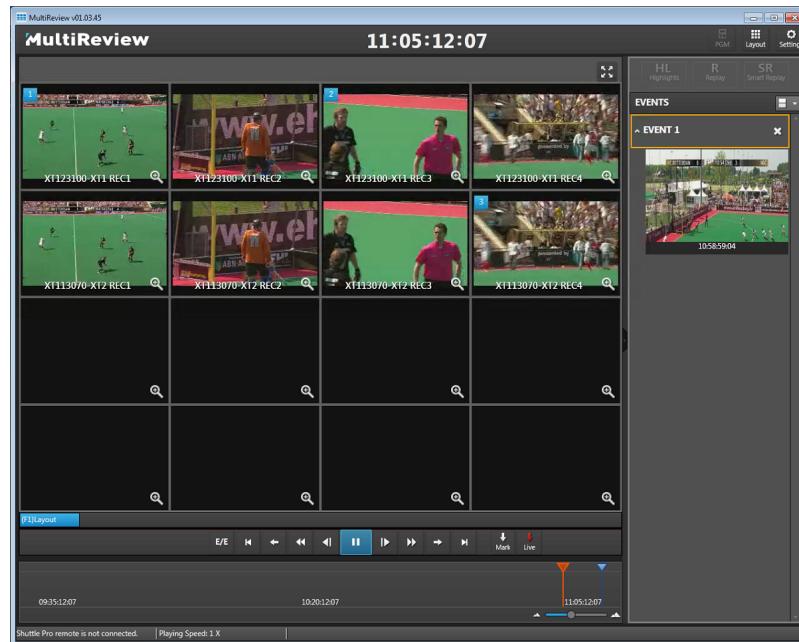
4.2. Adding Events

Adding an Event With Camera Angles

To add an event to the Events pane which already includes one or more interesting camera angles, simply double-click the corresponding cells in the Mosaic.

The new event is added at the top of the Events pane. The orange border around the name of the event indicates that the event is currently selected. Beneath the event name the thumbnail of the first selected camera is displayed.

In the top left corner of the cells you double-clicked in the Mosaic a sequence number appears indicating the order in which you added the camera angles to the event. On the timeline an event marker appears.



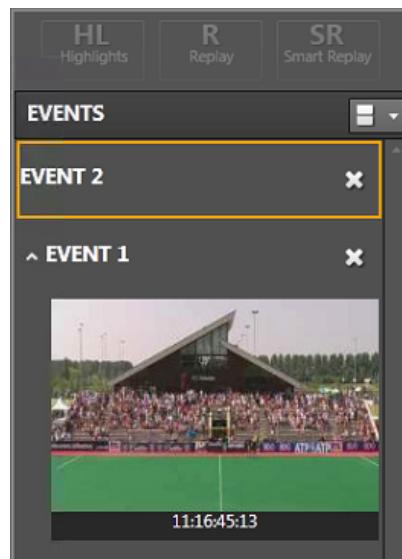
Note

This procedure is only possible if the Events pane does not contain any events yet, or if it only contains unselected events, which is the case when you restore a previously saved session.

Adding an Empty Event

To add an empty event to the Events pane, simply click the **E/E** button in the Transport Controls area.

The new event is added at the top of the pane. MultiReview automatically gives a default name to it: 'EVENT + sequence number'. The orange border around the event indicates that the event is currently selected. No event marker is added yet to the timeline.



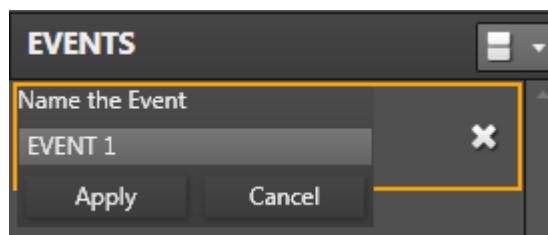
To add one or more camera angles to the empty event, double-click the corresponding cells in the Mosaic (cf. Adding an Event with Camera Angles).

4.3. Renaming an Event

To give a custom name to a particular event in the Events pane, proceed as follows:

1. In the Events pane, right-click the desired event.

A pop-up window appears allowing you to enter a custom name for the event.



2. Enter a name and then click the **Apply** button to save the name.

4.4. Recalling an Event

To load a particular event in the Mosaic do one of the following:

- double-click the event in the Events pane
- double-click the corresponding event marker on the timeline.

In the Mosaic all server record channels now display the frame that corresponds to the start timecode of the event.

In the Events pane, an orange border has appeared around the selected event. The current timecode marker on the timeline and the timecode field in the title bar both indicate the timecode of the event.



4.5. Removing an Event

To remove an event from the Events pane, click **X** next to the event name.



MultiReview automatically recalculates the sequence number of the other events in the Events pane.

5. Online or LSM Connected Mode

5.1. Introduction

In Online mode MultiReview is connected with a particular XT server and LSM remote in your network.

You can browse all cameras of the network and directly create playlists and clips on the connected server. The playlists and clips can be manually or automatically loaded on the PGM of the connected server.

In Online mode you can also create replay sequences and load them onto the PRV and/or PGMs of the connected server depending on the configuration of the connected LSM remote.

Online mode has three submodes:

- Highlights
- Replay
- Smart Replay

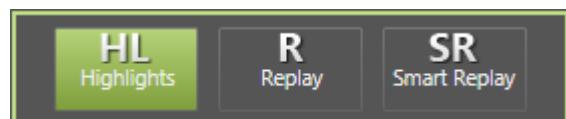
To start MultiReview in Online mode and connect with a particular XT and LSM remote, see section "Classic Startup" on page 4

5.2. Highlights Mode

5.2.1. Introduction

In Highlights mode MultiReview is connected to a specific XT server and LSM remote. It allows you to view and browse all record channels (= cameras) in the network, select attractive camera angles and create playlists with clips of interesting moments directly on the XT server.

To activate the Highlights mode, click the corresponding icon in the Interactivity bar.

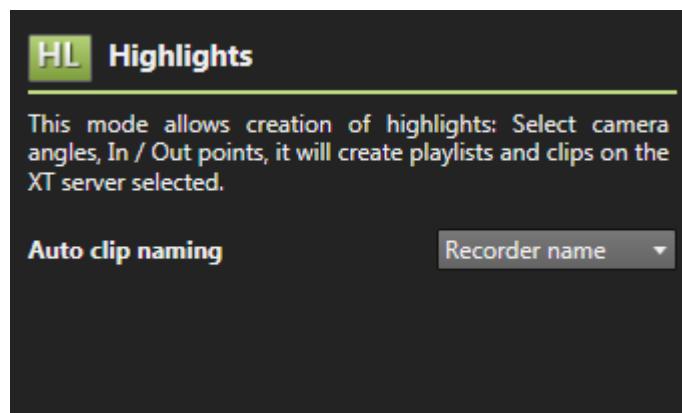


5.2.2. Configuring Highlights Mode

You can configure the Highlights mode in two places:

- In the Configuration window of the startup wizard. See section "Classic Startup" on page 4.
- In the Modes pane of the Settings window. See section "Settings Window" on page 46.

You can specify the name MultiReview has to automatically give to new clips.



You can choose between the following three options:

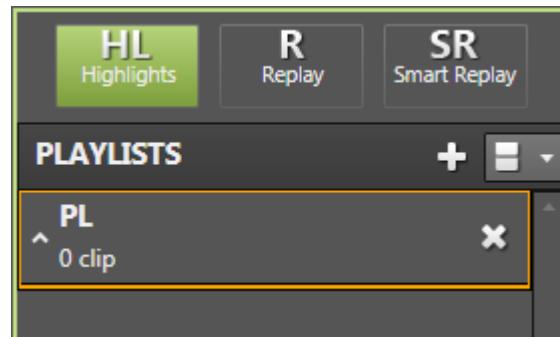
- **None:** MultiReview does not name new clips.
- **Recorder Name:** MultiReview takes the name of the server record channel as clip name.
- **MRClip:** Enter the name in this field you would like MultiReview to assign to all new clips.

5.2.3. Adding an Empty Playlist

To add an empty playlist to the Playlists pane, click **+**.



The new playlist appears at the top of the Playlists pane highlighted with an orange border and having the default name PL. It contains no clips yet.

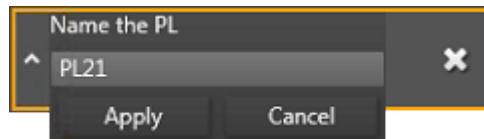


5.2.4. Renaming a Playlist

To give a custom name to a particular playlist in the Playlists pane, proceed as follows:

1. In the Playlists pane, right-click the desired playlist.

A pop-up window appears allowing you to enter a custom name for the playlist.



2. Enter a name and then click the **Apply** button to save the name.



Note

You are not allowed to rename an empty playlist.

5.2.5. Adding Clips to a Playlist

To add one or more clips to a playlist, proceed as follows:

1. In the Playlists pane, select the appropriate playlist.

An orange border appears around the selected playlist.

2. Use your Shuttle Pro device or the MultiReview transport controls to browse to the section of the record train containing the content you want to create clips of.
3. In the Mosaic, select the desired camera angles. To quickly select all camera angles, click the **Select All** button in the top left corner of the Mosaic.

An orange border appears around the selected camera angles.



To remove a camera angle again from your selection, simply click it. To remove all camera angles again, click the **Unselect All** button.

4. In the Transport Controls pane, click the **Mark In** button, to set the In point of the clip.

The clip In point timecode appears in the title bar to the right of the timecode field. Because no Out point has been set yet, the duration is still zero.

16:19:12:03 IN: 16:19:12:03
DURATION: 00:00:00:00



Note

You do not have to set the In point first. It is perfectly possible to set the Out point first and then to browse back to the section of the record train where you want to set the In point.

5. Browse to the section of the record train where you want to set the clip Out point and click the **Mark Out** button.

MultiReview automatically calculates the duration of the clip and displays it in the title bar to the right of the timecode field.

16:20:22:06 IN: 16:19:12:03
DURATION: 00:01:10:03



Note

If you first set the Out point, a negative duration will appear in the title bar.

16:20:22:06 OUT: 16:19:12:03
DURATION: -00:01:10:03

6. In the Transport Controls bar, click the **Save** button.

If the setting **Add Keywords on Clips** is enabled, the Keywords Grid will appear. Select the desired keywords and click the **Save and Quit** button. See section "Adding Keywords to a Clip" on page 75.

For each selected camera angle a clip is created and added to the selected playlist. The order in which the clips are added mirrors the order in which you selected the camera angles in the Mosaic.



If the playlist already contains clips, the new clips are added at the bottom of the playlist. It is also possible to insert new clips at a particular position within the playlist. See section "Inserting Clips" on page 56.

**Note**

No event marker is added to the timeline.

5.2.6. Editing a Playlist

Moving Clips

To change the position of a clip in a playlist, proceed as follows:

1. In the Playlists pane, select and expand the appropriate playlist.
2. In the playlist, select the clip you want to move.
3. Drag the clip to the desired position in the playlist.
4. Release the clip at the desired position in the playlist.

The sequence number of each clip will be changed accordingly.

Inserting Clips

By default, new clips are added at the bottom of a playlist.

To insert one or more new clips at a particular position within a playlist, proceed as follows:

1. In the Playlists pane, select and expand the appropriate playlist.
2. In the playlist, select a specific clip.
3. Add the new clips to the playlist. See section "Adding Clips to a Playlist" on page 53.

MultiReview adds the clips at the position before the selected clip and modifies the sequence number of all clips accordingly.



Note

If you do not want to insert the clips, just re-click the selected clip in the playlist to cancel the insert. Then, the clips will be added at the end of the playlist.

Trimming Clips

You can fine-tune the duration of a clip in the playlist by moving the clip's In or Out point. To do this, proceed as follows:

1. In the Playlists pane, select and expand the playlist containing the clip you want to trim.
2. In the playlist, double-click the respective clip.

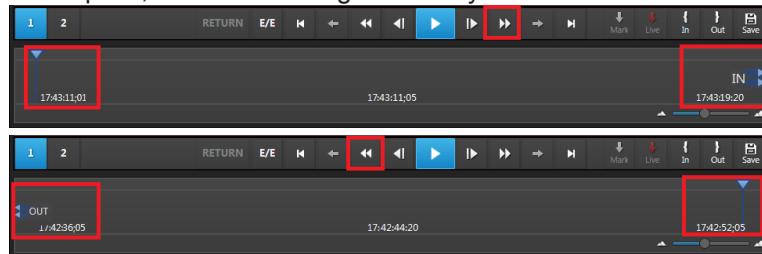
The Mosaic now displays the start frame of the clip. An orange border appears around the corresponding record channel or camera angle. The scope of the timeline now fits the duration of the clip. The Current Timecode marker coincides with the In point of the clip.

3. Use your Shuttle Pro device or the MultiReview transport controls to browse to the section of the clip where you want to set a new In or Out point.
4. Click the **Mark In** and **Mark Out** button respectively.
5. Click the **Save** button to save your changes.



Note

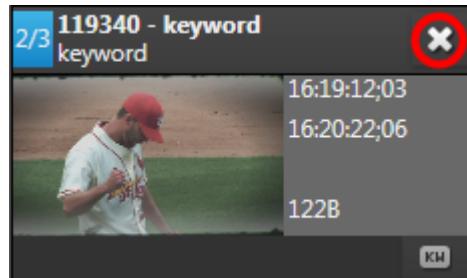
You can also use the **Fast Rewind** or **Fast Forward** to navigate to a section where you want to set a new In or Out point. If you fast rewind or fast forward out of the In or Out point, there will be a sign to show you where the In or Out Point is situated.



Removing Clips

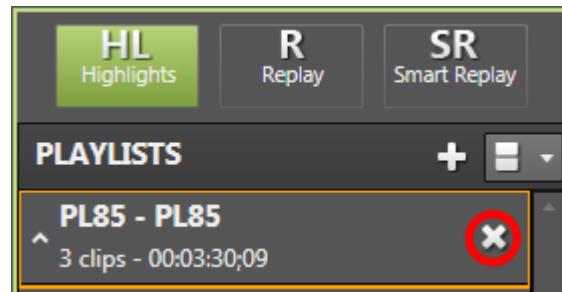
To remove a clip from a playlist, proceed as follows:

1. In the Playlists pane, select and expand the appropriate playlist.
2. Click **X** in the top right corner of the desired clip thumbnail to remove it from the playlist.

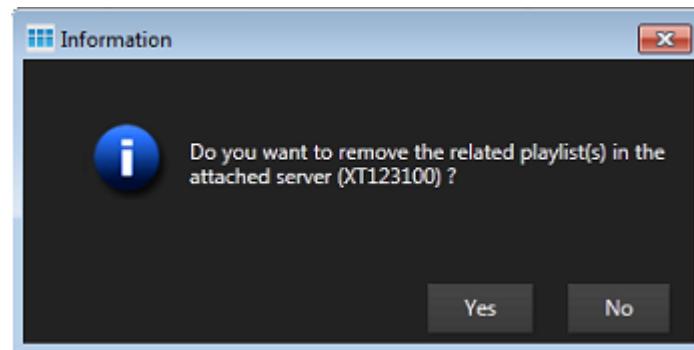


5.2.7. Removing a Playlist

To remove a playlist from the Playlists pane, select it and click **X**.



A message appears asking you to confirm your action.



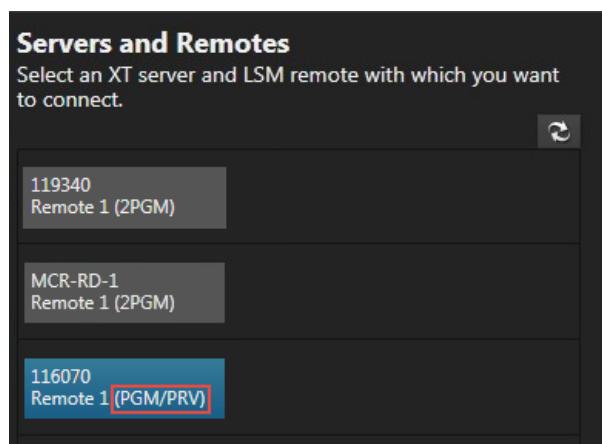
Click **Yes** to continue.

5.3. Replay Mode

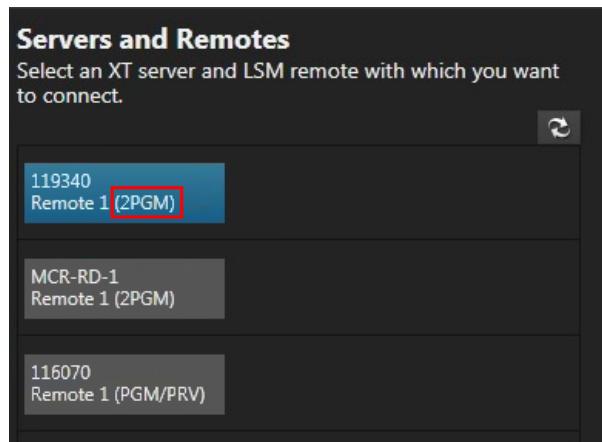
5.3.1. Introduction

This mode allows you to make replay sequences without transition effects between the outputs by selecting any cameras from the network and loading them onto the Preview and/or Program Channel(s) of the connected server according to the LSM remote configuration:

- If the LSM remote is set in PGM/PRV mode, your selected cameras will be loaded onto the PRV of the attached server. You can take them one by one on the PGM.

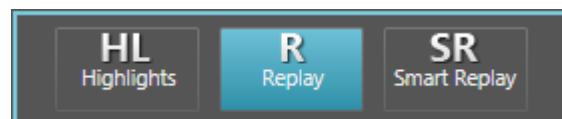


- If the LSM remote is set in 2PGM mode, your selected cameras will be loaded onto the PGM1 or PGM2 of the attached server.



See the Multicam LSM operation manual to find out how to set the LSM remote in the desired mode.

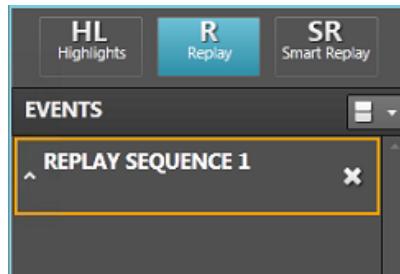
To activate the Replay mode, click the corresponding icon in the Interactivity bar.



5.3.2. PGM+PRV Mode

Creating an empty Replay Sequence

To create an empty replay sequence, click the **E/E** button. The new replay sequence is added to the Events pane.

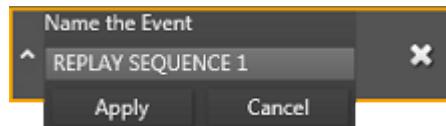


Renaming a Replay Sequence

To give a custom name to a replay sequence, proceed as follows:

1. In the Events pane, right-click the desired replay sequence.

A pop-up window appears allowing you to enter a custom name for the replay sequence.



2. Enter a name and then click the **Apply** button to save the name.

Adding Cameras to a Replay Sequence

To add one or more cameras to the replay sequence, double-click the corresponding cells in the Mosaic.

A thumbnail of each selected camera is added to the replay sequence in the Events pane. The order in which the cameras are added mirrors the order in which you selected the corresponding cells in the Mosaic. The camera you selected first is automatically loaded onto the preview channel of the connected server. A green border appears around the thumbnail.

An event marker is added to the timeline.

**Note**

If you switch to Highlights Mode, the cameras you selected in Replay Mode will remain selected in the Mosaic, i.e. having an orange border.

Taking the Cameras onto PGM

To load the cameras one by one from the PRV onto the PGM, proceed as follows:

1. In the desired replay sequence, select the camera that is already loaded on the PRV (i.e. the one with the green border).
2. On the Remote Panel, click the **TAKE** key to automatically load the selected camera from the PRV onto the PGM.

A red border appears around the camera. The next camera in the replay sequence is automatically loaded onto the PRV. A green border appears around this camera.



- Click the **TAKE** key again to load the next camera onto the PGM.

Forcing a Camera onto the PRV

To force a camera onto the PRV and load it onto the PGM, proceed as follows:

- In the desired replay sequence, double-click a camera that is not loaded onto the PRV yet.
The camera is loaded onto the PRV. A green border appears around it.
- Click the **TAKE** key on the remote panel to load it onto the PGM.

Loading a Replay Sequence

To load a particular replay sequence in the Mosaic do one of the following:

- double-click the replay sequence in the Events pane
- double-click the corresponding event marker on the timeline.

5.3.3. 2PGM Mode

Creating an empty Replay Sequence

See section "PGM+PRV Mode" on page 59

Renaming a Replay Sequence

See section "PGM+PRV Mode" on page 59.

Adding Cameras to a Replay Sequence

To add cameras to a replay sequence and load them automatically onto PGM1 or PGM2, proceed as follows:

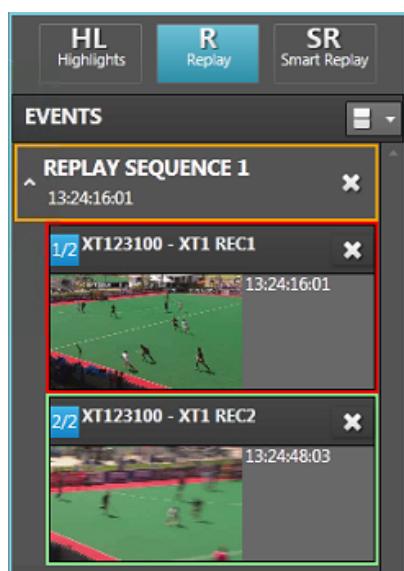
1. In the Events pane, select the desired replay sequence.
2. In the Mosaic, left double-click a camera.

The camera is added to the replay sequence and automatically loaded onto PGM1. A red border appears around it.



3. In the Mosaic, right double-click another camera.

The camera is added to the replay sequence and automatically loaded onto PGM2. A green border appears around it.



Forcing a Camera onto a PGM

To force a camera onto PGM1 or PGM2, left or right double-click the camera respectively in the replay sequence.

The camera that was initially loaded onto the PGM will be unloaded.

5.4. Smart Replay Mode

5.4.1. Introduction

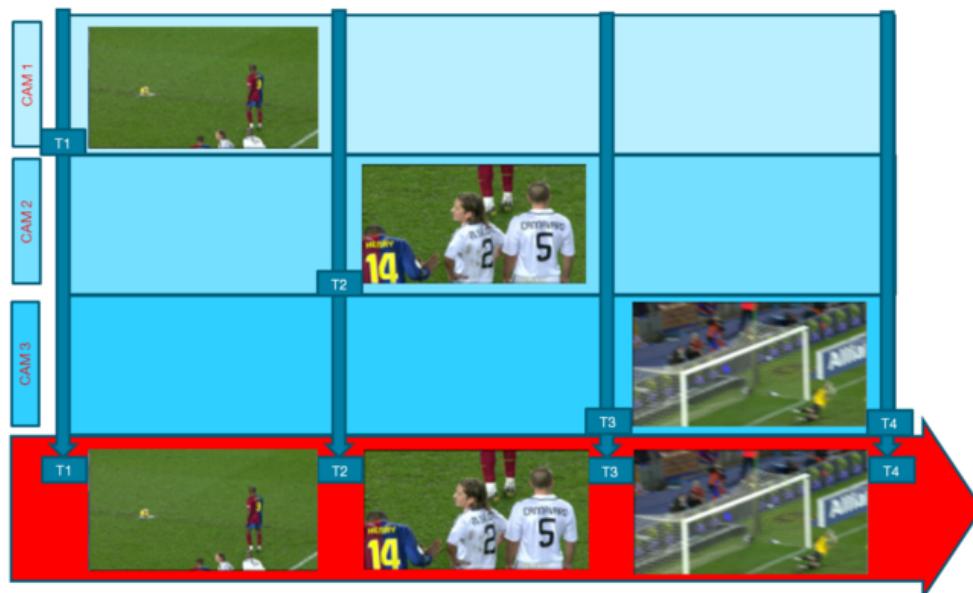
This mode allows you to quickly create a playlist with clips by selecting the best camera angles in the Mosaic and by defining In and Out points according to the scenario.

1. Select a first camera (CAM1). You will make an In point which is T1.
2. Continue to select a new camera (CAM2). A new In point will be made which is T2.

This action defines the Out point of the previous camera (CAM1) and creates the first clip in the playlist. This clip is automatically added to a playlist of your server, and this playlist is loaded onto the PGM (ready to start playing).

3. Continue to select a new camera (CAM3). You will make an In point which is T3.

This action defines the Out point of the previous camera (CAM2) and creates the second clip in the playlist. This clip is appended to the ON AIR playlist.



To activate the Smart Replay mode, click the corresponding icon in the Interactivity bar.



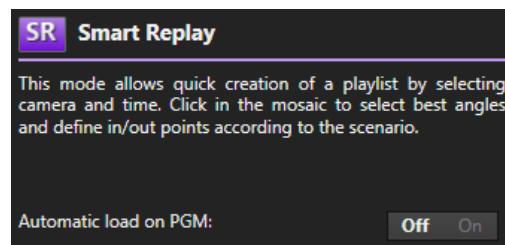
5.4.2. Configuring Smart Replay Mode

You can configure the Smart Replay mode in two places:

- In the Configuration window of the startup wizard. See section "Classic Startup" on page 4.
- In the Modes pane of the Settings window. See section "Settings Window" on page 46.

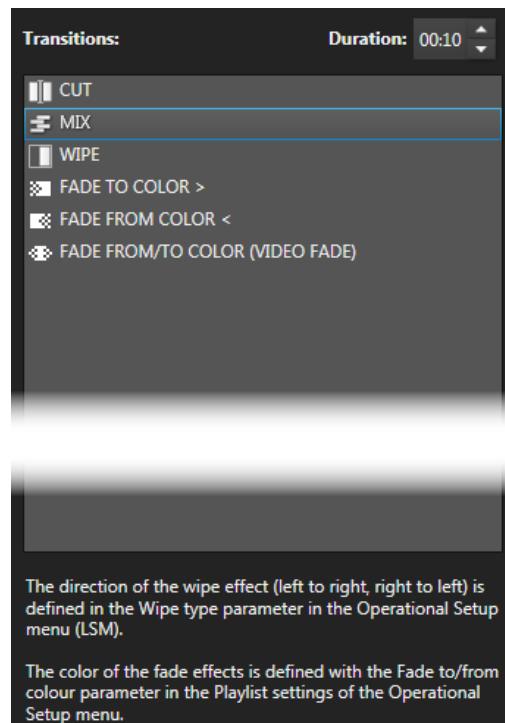
Automatically Loading Playlist on PGM

You can enable or disable the feature that will automatically load a playlist created in Smart Replay mode on the PGM of the connected server. By default, this feature is disabled.



Selecting a Transition Effect

MultiReview allows you to select a particular transition effect that will occur between the PGM and PRV pictures and define the duration of that effect. By default, the Mix effect is selected and the duration is set to 10 frames.



5.4.3. Creating a Playlist

To create a playlist in Smart Replay mode, proceed as follows:

1. In the Transport Controls area, click the **E/E** button.

A new, empty playlist appears at the top of the Events pane highlighted with an orange border and having the default name 'PL' + a follow number. It contains no clips yet.



2. To add clips to the playlist, do one of the following:

- In the Mosaic, double-click the desired camera angles in the order you find most suitable.

The start timecode of the first and second camera you select will form the In and Out point of the first clip. The clip is automatically created and added to the playlist in the Playlist pane. The start timecode of the second and third camera will form the In and Out point of the second clip, etc.



Note

The last clip in your playlist will be in gray. This is because no Out point has been defined for it yet. If you click the **E/E** button, switch to another mode or exit the application, an Out point will be automatically added.

- In the Mosaic, double-click the desired camera to mark the In point of the clip. Double-click the same camera again to mark the Out point of the clip.

The clip is added to the playlist. The clip in the playlist and the corresponding camera in the Mosaic are highlighted with a blue border.



A grayed out keyword button will appear in the bottom right corner of each clip allowing you to add up to five keywords to each clip. See section "Adding Keywords to a Clip" on page 75.

If the Automatic Load on PGM setting is enabled, the first clip in your playlist is automatically loaded. A red border appears around the clip. If the setting is disabled, you have to manually load each clip on the PGM. Continue to step 3.

3. To manually load the playlist on the PGM, do one of the following:

NEW!

- Double-click the **Load** button or press **CTRL + L** to load the first clip in the playlist onto the PGM.

- Double-click the desired clip in the playlist to load it onto the PGM.

**Note**

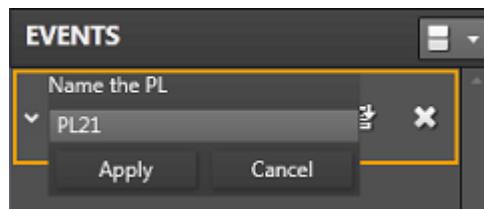
If the playlist created in Smart Replay mode is modified from the LSM Remote, this playlist will be synchronized with MultiReview.

5.4.4. Renaming a Playlist

To give a custom name to a particular playlist in the Events pane, proceed as follows:

1. In the Events pane, right-click the desired playlist.

A pop-up window appears allowing you to enter a custom name for the playlist.



2. Enter a name and then click the **Apply** button to save the name.

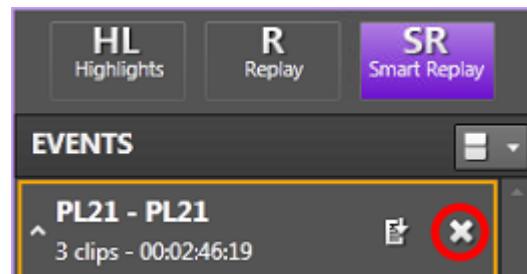
5.4.5. Recalling a Playlist

To recall a particular playlist, do one of the following:

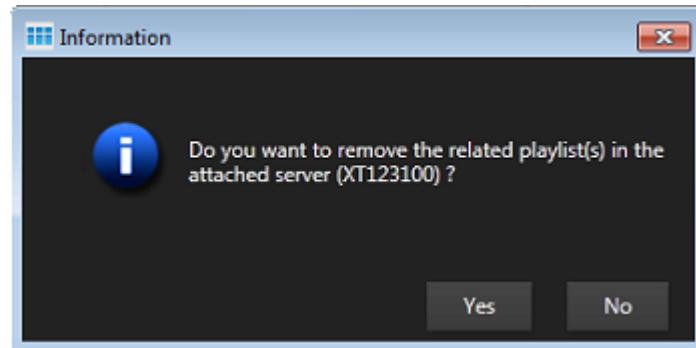
- double-click the playlist in the Events pane
- double-click the corresponding event marker on the timeline.

5.4.6. Removing a Playlist

To remove a playlist from the Events pane, select it and click **X**.



A message appears asking you to confirm your action.



Click **Yes** to continue.

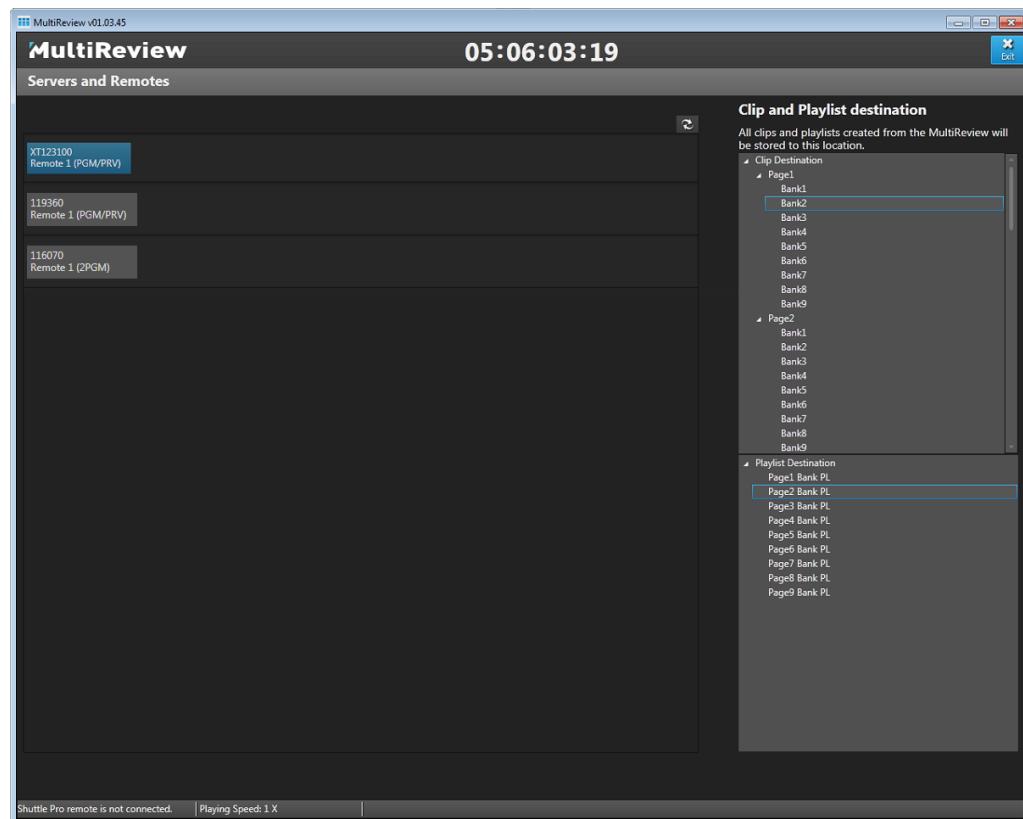
5.5. PGM

To quickly find out with which XT server and LSM remote MultiReview is connected and to check the mode (PGM/PRV or 2PGM) in which the LSM remote has been set, you can open the PGM window.

To open this window, click the **PGM** button in the title bar.



In addition, the PGM window gives you the opportunity to view on which server page and bank all clips and playlists created are stored and, if necessary, allows you to change this destination.



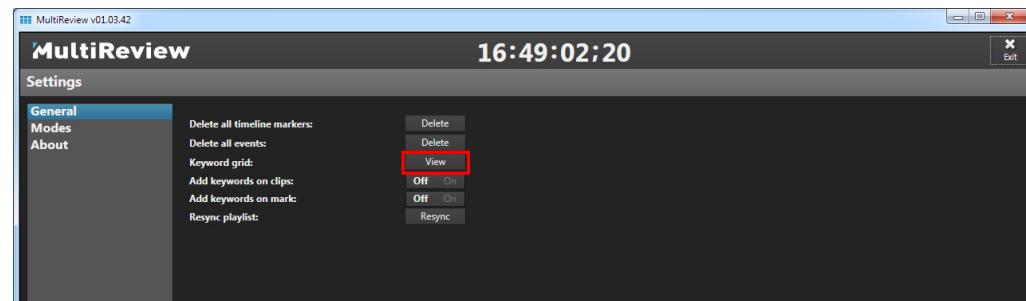
6. Adding Keywords

6.1. Introduction

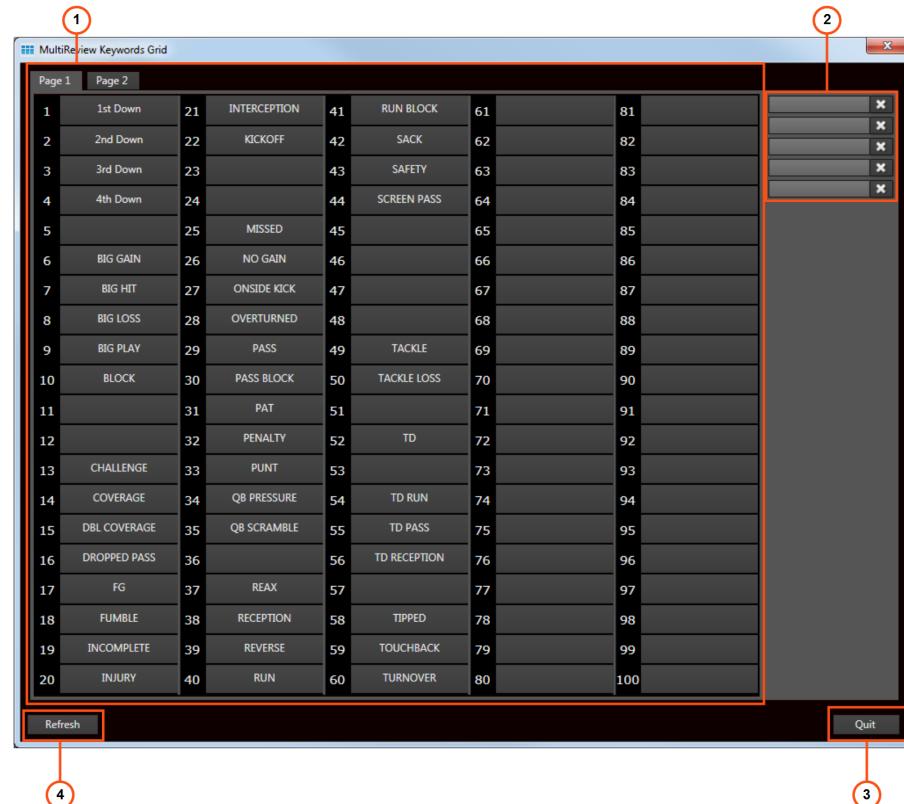
In the Highlights and Smart Replay mode you can add up to five keywords to each clip in a playlist and each marker (cue point, event marker) on the timeline. The keywords are used to describe the content of the clip or the moment pinpointed by the marker.

The keywords can be selected from a predefined set of keywords which appear in the form of a keyword grid.

You can preview this set of keywords in the General pane of the Settings window. To open the Keywords Grid, click the **View** button next to the **Keyword Grid** field.



The Keywords grid contains the areas highlighted on the screenshot below:



#	Name	Description
1.	Keywords area	The Keywords grid consists of two pages that can contain up to 100 keywords.
2.	Selected Keywords area	This list will contain the keywords selected by users.
3.	Refresh button	Used to retrieve the keywords from the keywords file that is selected on the server MultiReview is connected with or that has been shared on the EVS SDTI network.
4.	Quit button	Used to close the Keywords grid again.

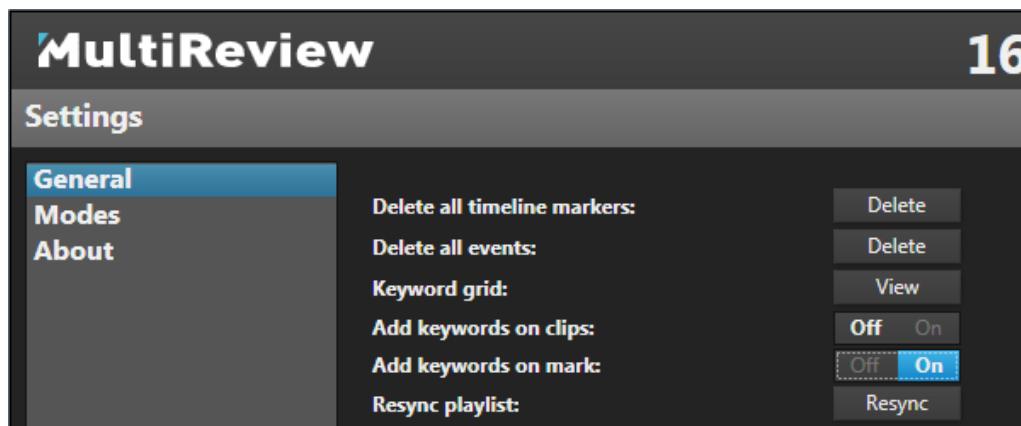
**Note**

If no keyword file has been selected on the server or is available in the SDTI network, then the Keywords grid will be empty.

6.2. Adding Keywords to a Marker

Configuring the Functionality

If you want the Keywords Grid to automatically pop up when adding a cue point to the Timeline, you first have to enable the setting **Add Keywords on Mark** in the General pane of the Settings window. See section "Settings Window" on page 46.



Note that you cannot add keywords to a cue point in Offline mode!!

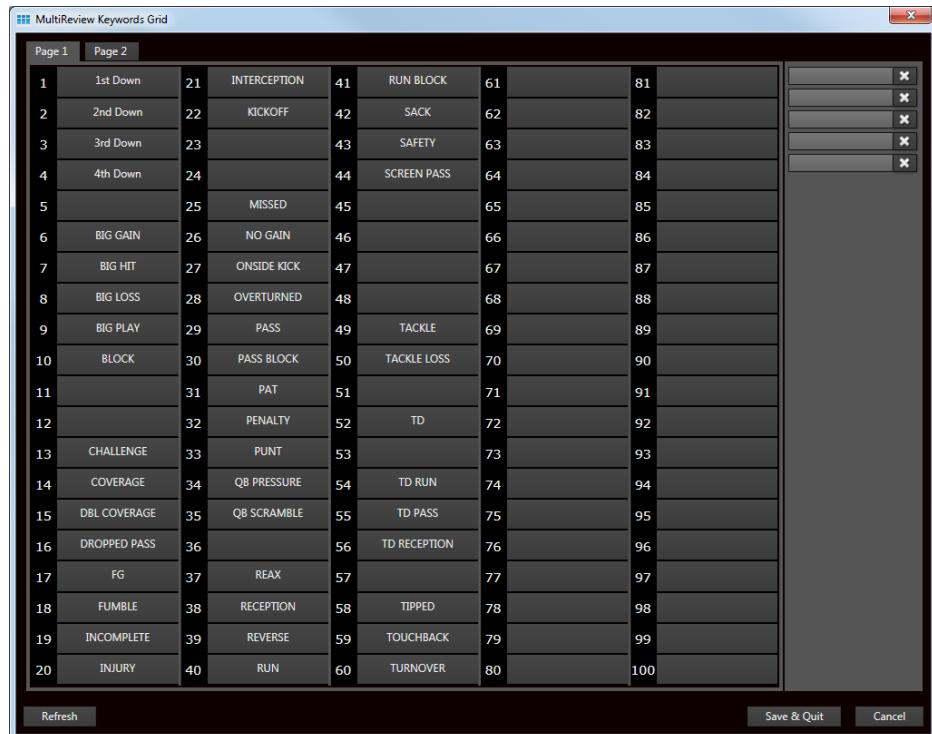
How to Add Keywords to a Marker

**Note**

We take the Highlights mode as an example. In the Replay and Smart Replay mode the procedure to add keywords to a cue point is identical.

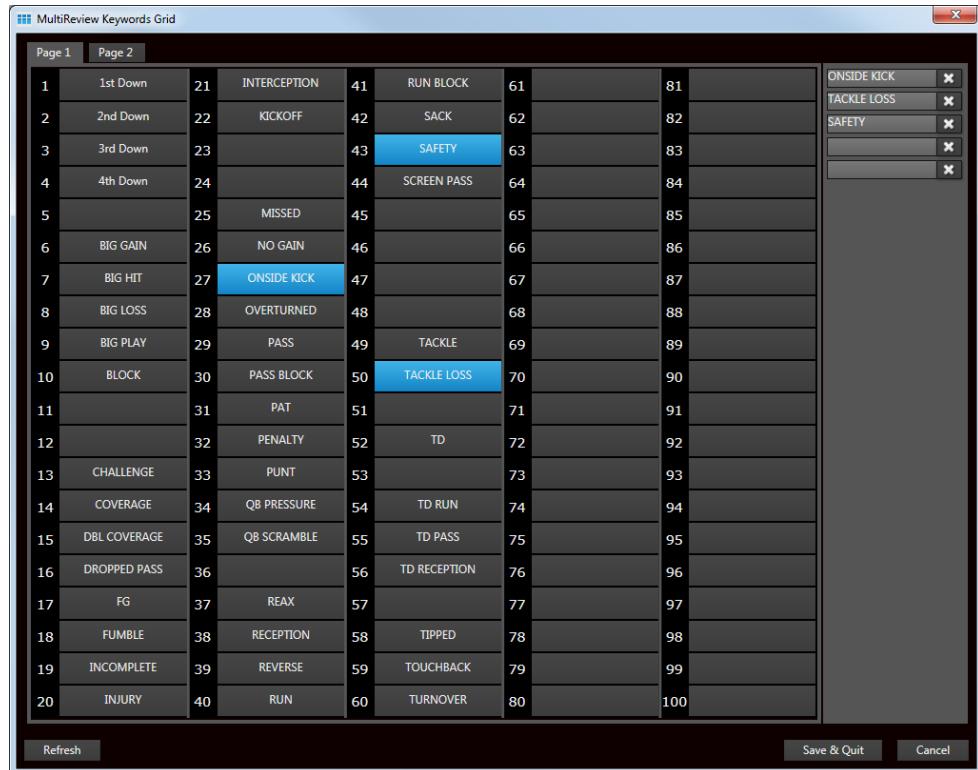
To add one or more keywords to a cue point, proceed as follows:

1. In the Transport Controls area, click the **Mark** or **Live** button to add a cue point to the Timeline.
 - If the setting **Add Keywords on Mark** has been enabled, the Keywords Grid automatically pops up.
 - If the setting has not been enabled, a cue point is added with a grayed out keyword button. Double-click the cue point to open the Keywords Grid.



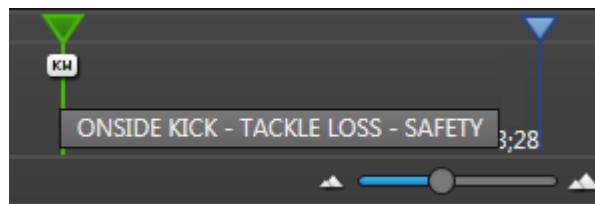
2. Select the desired keywords. Note that you can add up to five keywords to a marker.

The selected keywords are highlighted and appear in the top right corner of the Keywords Grid.



3. Click the **Save & Quit** button.

The keyword button on the cue point turns white. If you hover your cursor over the marker, the assigned keywords will appear.



How to Edit the Keywords of a Marker

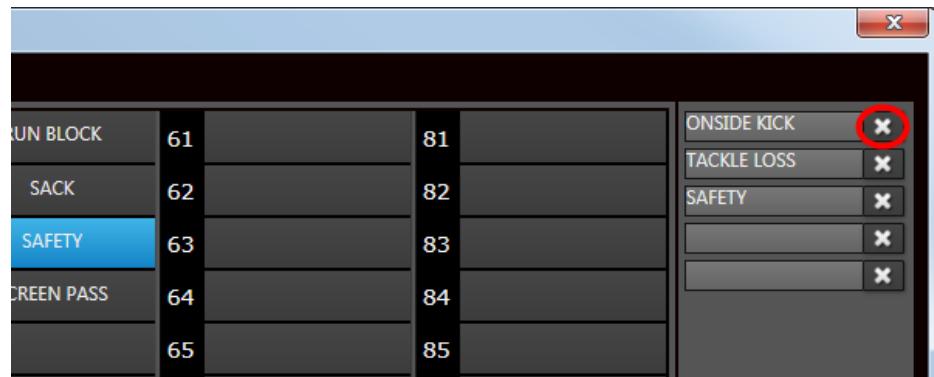
To edit the keywords of a certain cue point, proceed as follows:

1. Click the keyword button on the marker.

The Keywords Grid appears.

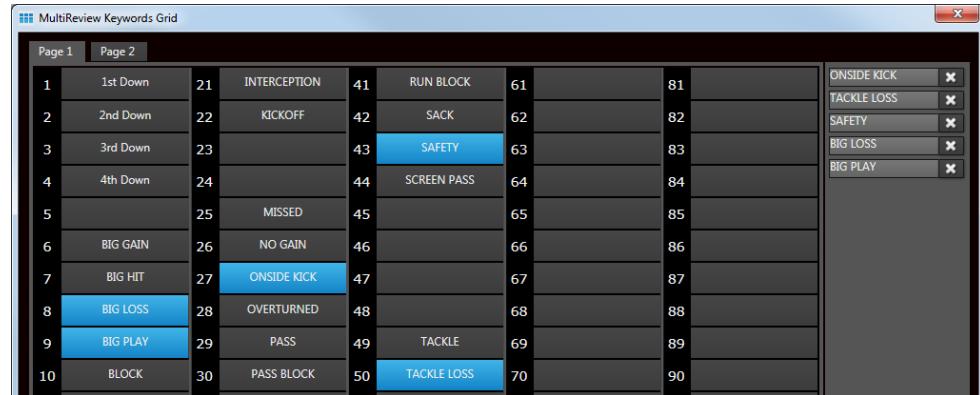
2. Do one of the following:

- To remove one or more keywords again from the marker, click  next to the keywords in the top right corner of the Keywords Grid.



The keywords will disappear from the list in the top right corner and will no longer be highlighted.

- To add additional keywords, select the desired keywords from the Keywords Grid. Note that you can only add up to five keywords to a marker.

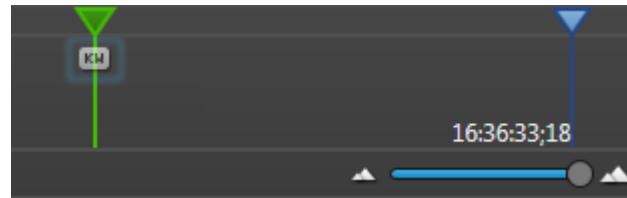


3. Click **Save & Quit** to save the changes.



Note

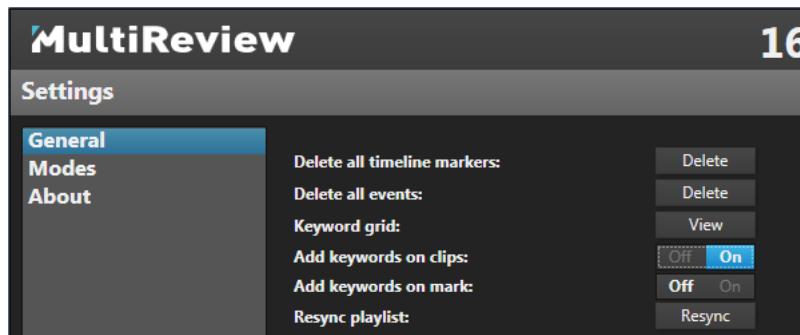
If you delete all the keywords of a marker, the keyword button will be grayed out.



6.3. Adding Keywords to a Clip

Configuring the Functionality

If you want the Keywords Grid to automatically pop up when adding clips to a playlist, you first have to enable the setting **Add keywords on Clips** in the General pane of the Settings window. See section "Settings Window" on page 46.



Note that you can only add keywords to a clip in **Highlights** and **Smart Replay** mode, not in **Offline** and in **Replay mode**!

How to Add Keywords to a Clip

In Highlights Mode

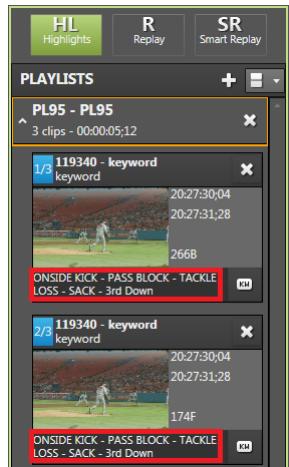
In the Highlights Mode the Keywords Grid automatically pops up if the setting **Add Keywords on Mark** has been enabled and after you have set an In and Out point and clicked the **Save** button.

If the setting is disabled, you have to click the grayed out keyword button in the bottom right corner of the clip thumbnail to open the Keywords Grid.

Select the desired keywords from the Keywords Grid and click the **Save and Quit** button to close the Keywords Grid again.

The keywords you selected from the Keywords Grid are displayed below the thumbnail of each clip. The keywords of all the created clips are the same. However, you can still edit the keywords of each individual clip.

A white keyword button (**KW**) is available in the bottom right corner of each clip.

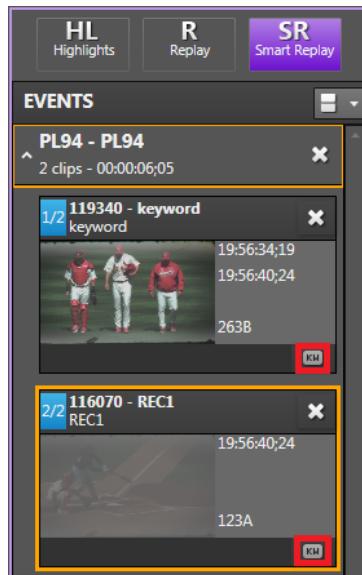


In Smart Replay Mode

In Smart Replay mode the Keywords Grid does not automatically pop up. You will have to manually open it.

A gray keyword button (**KW**) will be available in the bottom right corner of each clip.

Click the keyword button to open the Keywords Grid and add the desired keywords. Click the **Save and Quit** button to close the Keywords Grid again.

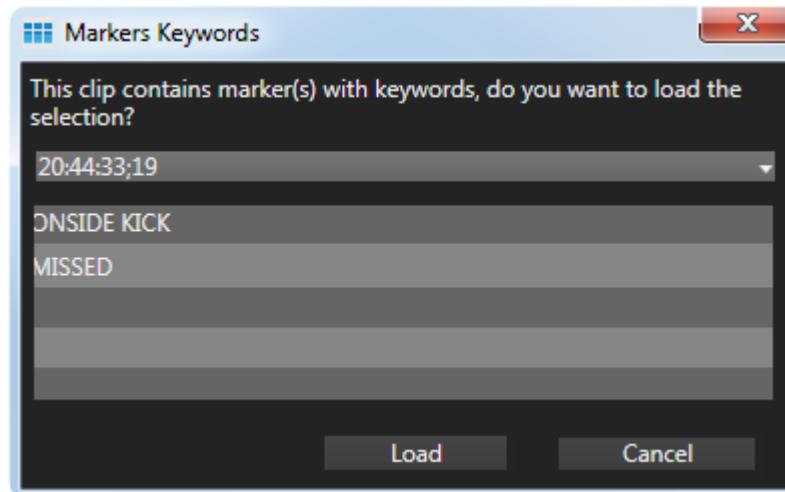


Loading Keywords of a Marker onto a Clip

When a clip contains one or more cue points with keywords, then you can choose to load the keywords of one of those cue points onto your clip. To do this, proceed as follows.

1. Add a clip to the playlist and click the **Save** button.
2. Click the **Save** button.

The Markers Keywords dialog box appears.



3. From the drop-down list, select the timecode of the cue point whose keywords you want to load onto the clip. If there is only one cue point, the timecode of that marker will be automatically selected.

The keywords of the selected cue point will be displayed.

4. Do one of the following:
 - Click the **Load** button to load the keywords of the cue point in the Selected Keywords area of the Keywords Grid.
 - Click the **Cancel** button to refrain from loading the keywords of the cue point. From the Keywords Grid, manually select the keywords you want to add to the clip.
5. Click the **Save and Quit** button to close the Keywords Grid and assign the keywords to the clip.

7. Shuttle Pro and Keyboard Commands

7.1. Shuttle Pro Commands



Note

When the wheel is released the MR has to be in Pause (K).

7.2. Keyboard Commands

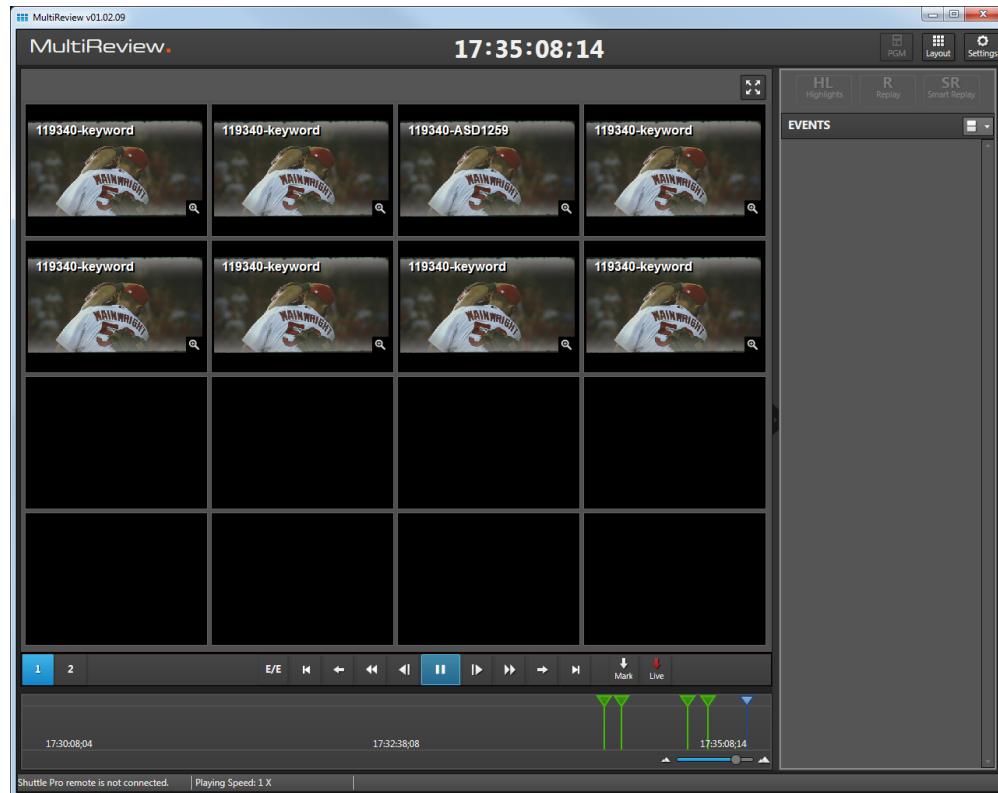


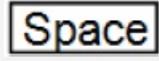
Button	Function
J	Play Backward (Speed increases at each press)
L	Play Forward (Speed increases at each press)

Button	Function
<	Previous frame
>	Next frame
K	Stop
I	Mark In
O	Mark Out
Shift + I / O	Go to Mark In / Out
+	Create new SB
E	E/E
Shift + E	Return
SPACE	Play/Pause
ENTER	Save clip (Highlights mode)
TAB	Switch to another Mosaic layout
ARROWS L&R	Go Previous / Next event
HOME	Mark
END	Mark Live
PAGE UP / PAGE DOWN	Go to next cue / previous cue point
DELETE,CLEAR CUE	Clear the current cue point
F1	Load Mosaic layout configuration 1
F2	Load Mosaic layout configuration 2
F10	Load Mosaic layout configuration 10
F11	Switch to full screen mode
F	Save a clip

8. Browsing a Record Train

To browse a server record train with MultiReview, you can operate with the GUI, Shuttle Pro or keyboard on the growing train to mark the interest angles.



Components	Description
JOG	<p>When the user jogs, the mosaic shows the jog position and the timeline is in browsing mode.</p> <ul style="list-style-type: none"> • GUI:  <p>Fast Rewind/ Preview Frame</p> <ul style="list-style-type: none"> • Shuttle Pro:  <ul style="list-style-type: none"> • Keyboard:  <p>Fast Rewind/ Fast Forward</p>  <p>Previous Frame/ Next Frame</p>
E/E	<p>When going back to Live timecode during browsing or in E/E, all cameras are at the same TC value.</p> <ul style="list-style-type: none"> • GUI:  <ul style="list-style-type: none"> • Shuttle Pro:  <ul style="list-style-type: none"> • Keyboard: 
Play/ Pause	<p>When the user makes a pause, all cameras are paused at the same TC.</p> <ul style="list-style-type: none"> • GUI:  <ul style="list-style-type: none"> • Shuttle Pro:  <ul style="list-style-type: none"> • Keyboard 

Components	Description
CUE	<p>When the user adds CUE in E/E or during browsing, the green marker will be added to the timeline for each CUE.</p> <ul style="list-style-type: none"> • GUI:  <ul style="list-style-type: none"> • Shuttle Pro:  <ul style="list-style-type: none"> • Keyboard 
Previous Cue	<ul style="list-style-type: none"> • GUI:  <ul style="list-style-type: none"> • Shuttle Pro:  <ul style="list-style-type: none"> • Keyboard 
Next Cue	<ul style="list-style-type: none"> • GUI:  <ul style="list-style-type: none"> • Shuttle Pro:  <ul style="list-style-type: none"> • Keyboard 



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